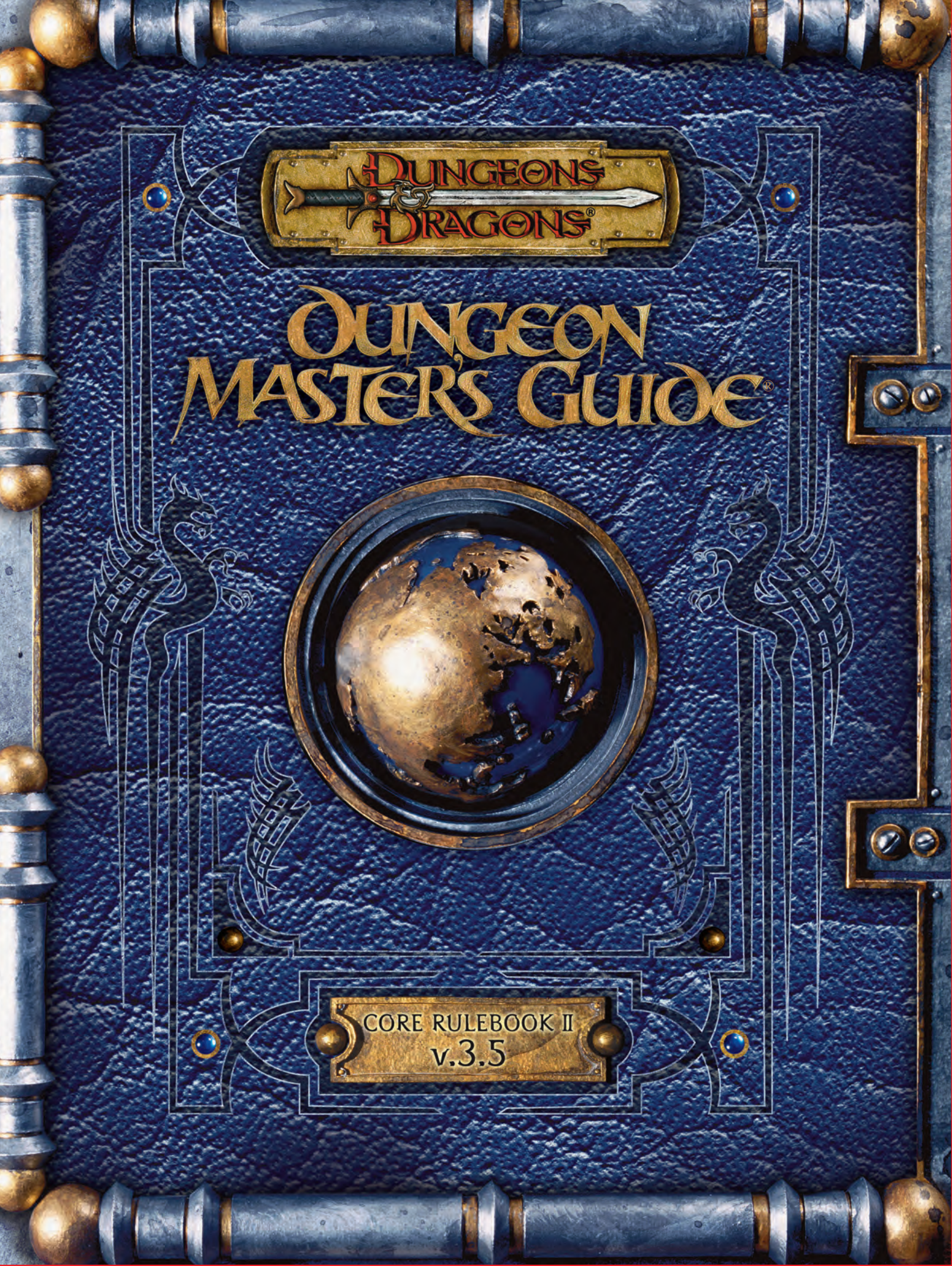
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Introduction

This is the Dungeons & Dragons® Roleplaying Game, the game that defines the genre and has set the standard for fantasy roleplaying for more than 30 years.

Specifically, this is the *Dungeon Master's Guide*. This book contains information that every Dungeon Master (DM) needs to set up adventures, narrate the action, run the monsters, and referee the Dungeons &Dragons game. This book, the *Player's Handbook*, and the *Monster Manual* comprise the core rules for the D&D® game.

THE DUNGEON MASTER

We've distilled our knowledge of the D&D® game into the material that follows. Whether you need to know how to design an adventure, a campaign, or an entire game world, the material in this book can, and will, help you.

You're a member of a select group. Truly, not everyone has the creativity and the dedication to be a DM. Dungeon Mastering (DMing) can be challenging, but it's not a chore. You're the lucky one out of your entire circle of friends who play the game. The real fun is in your hands. As you flip through the *Monster Manual* or look at published adventures on a store shelf, you get to decide what the player characters (PCs) take on next. You get to build a whole world, as well as design and play all its nonplayer characters (NPCs).

It's good to be the DM.

The DM defines the game. A good DM results in a good game. Since you control the pacing, and the types of adventures and encounters, the whole tenor of the game is in your hands. It's fun, but it's a big responsibility. If you're the sort of person who likes to provide the fun for your friends, or to come up with new ideas, then you're an ideal candidate for DM.

Once your group has a Dungeon Master, however, that doesn't mean that you can't switch around. Some DMs like to take a turn at being a player, and many players eventually want to try their hand at DMing.

WHY A REVISION?

The new Dungeons & Dragons game debuted in 2000. In the three years since the d20 Game System energized the roleplaying game industry, we've gathered tons of data on how the game is being played. We consider D&D to be a living game that constantly evolves as it is played. Using the gathered feedback, we've retooled the game from the ground up and incorporated everyone's suggestions to improve the game and this product.

If this is your first experience with D&D, we welcome you to a wonderful world of adventure and imagination. If you played the prior version of this book, rest assured that this revision is a testament to our dedication to continuous product improvement and innovation. We've updated errata, clarified rules, polished the presentation, and made the game better than it was. This is an upgrade of the d20 System, not a new edition of the game. This revision is compatible with existing products, and these products can be used with the revision with only minor adjustments.

What's new in the revised *Dungeon Master's Guide*? The entire book has been polished and refined, all in response to your feedback and to reflect the way the game is actually being played. We've revised the encounter tables and magic item creation rules. We've expanded the movement rules, increased the number of prestige classes, added dozens of new magic items and magic item special abilities, and provided plenty of tools to help promote the three-dimensional experience.

Take a look, play the game. We think you'll like how everything turned out.

HOW TO USE THIS BOOK

No one expects you to read this book cover to cover. It's not a novel. Instead, we arranged this book into topics that you can refer to when you need them. Plus, an extended glossary at the back of the book provides quick reference to DM-related topics.

Based on those portions of the game that you control, you'll find chapters that deal with running the game, adjudicating play, writing adventures, building a campaign, awarding experience, and finding or creating the right magic items to stock your dungeons. Refer to the table of contents and the index to locate the specific topic you need at any given time.

PLAYING ON THE BATTLE GRID

The D&D game assumes the use of miniature figures, and the rules are written from that perspective. This book contains a battle grid and other tools to help you visualize the action.

The poster-sized sheet in the back of the book has a 1-inch grid on one side, and a collection of rooms that can be used to represent areas in a dungeon on the other side.

The last 12 pages of this book (just ahead of the index) present a variety of visual aids that you can use to set up and play out encounters and adventures on the grid:

—Six pages of diagrams that show the squares contained within areas of different sizes and shapes, and graphic depictions of space and reach for creatures of varying sizes.

—Six pages of illustrations that represent various dungeon features, sized to fit the 1-inch grid, that you can photocopy, cut out, and place on the grid—enabling players to actually see what lies before their characters as they make their way through the dungeon.

FINAL NOTE

The power of creating worlds, controlling deities and dragons, and leading entire nations is in your hands. You are the master of the game—the rules, the setting, the action, and ultimately, the fun. This is a great deal of power, and you must use it wisely. This book shows you how.

THE PURPOSE OF SIDEBARS

You'll see blocks of text that look like this one frequently throughout this book. The information in these sidebars is not part of the rules per se, but you'll find them useful and interesting in their own right. Most sidebars in this book serve either to introduce rules variants or to give you a glimpse "behind the curtain" into how some aspect of the D&D game was created.

Variant: To give you an idea of some of the ways in which you can alter the D&D rules for your own campaign, some sidebars suggest variants that you can adopt or modify to suit your game.

The basic rules presented in this book—that is, everything not identified as a variant—apply to the baseline D&D campaign. If you are playing in an RPGA® Network event, that event uses the basic rules in this book. Establishing a standard set of rules makes a worldwide gaming network possible.

Behind the Curtain: Some sidebars provide a further explanation of why the rules are the way they are—a look "behind the curtain" into how the game's designers make decisions about the rules. If you're the sort of DM who likes to tinker with the rules of the D&D game, these sidebars offer some advice and inspiration as you customize the game for yourself and your players.

Illus. by A. Swekel

RUNNING THE GAME

CHAPTER ONE

In your role as Dungeon Master, you're the focus of the game. If the game's fun, it will be to your credit. If it's a failure, you'll get the blame, whether it's deserved or not. Don't worry, though—running a D&D® game is not as hard as it may seem at first. (But don't tell the players that!)

WHAT IS A DM?

Dungeon Mastering involves writing, teaching, acting, refereeing, arbitrating, and facilitating. Described below are the different duties of the DM. You'll find that you like some more than others. As in any hobby, focus on what you enjoy the most, but remember that all the other duties are also important.

PROVIDING ADVENTURES

Your primary role in the game is to present adventures in which the other players can roleplay their characters. To accomplish this, you need to spend time outside the game sessions themselves, preparing. This is true whether you write your own adventures or use prepared adventures that you have purchased.

Writing Adventures

Creating adventures takes a great deal of time. Many DMs find that they spend more time getting ready for the game than they do at the table actually playing. These same DMs often find this creation time to be the most fun and rewarding part of being a Dungeon Master. Making up interesting characters, settings, plots, and challenges to present before your friends can be a great creative outlet.

Writing good adventures is so important that it receives its own chapter in this book. See Chapter 3: Writing an Adventure.

Using Purchased Adventures

Many published adventures are available for you to purchase if you don't want to write one of your own, or if you just want a change of pace. In a published adventure, you'll get a pregenerated scenario with all the maps, NPCs, monsters, and treasures you need, and an adventure plot designed to make the most of them. Sometimes, when you use a published adventure, you'll see that it presents challenges you would have never thought of on your own.

Remember, however, that you're the one who has to run the adventure: Anything you want to change, you can. In fact, you will often find you need to make at least small changes to fit the adventure into your ongoing campaign and to get your players into the action. You can have a great deal of fun replacing the villain of an adventure with one the players have already heard of in your campaign, or changing the background of the adventure so that it involves your players' characters in ways that the module's designer never could have possibly imagined.

TEACHING THE GAME

Sometimes it's going to be your responsibility to teach newcomers to the game how to play. This isn't a burden, but a wonderful opportunity. Teaching other people how to play provides you with new players and allows you to set them on the path to becoming top-notch roleplayers. It's easier to learn to play with someone who already knows the game. Those who are taught by a good teacher who runs a fun game

are more likely to join in the hobby for the long haul. Use this opportunity to encourage new players to become the sort of people you want to game with.

Here are a few pointers on teaching the game.

Read the *Player's Handbook* and know the character creation rules so you can help new players build characters. Have each of the newcomers tell you what sort of character he wants to play and then show them how they can create those heroes with the D&D rules. If they don't know what to play, show them the player character races and classes in the *Player's Handbook*, briefly describe each, and let them choose the one that appeals to them the most. Another option is to keep a few simple characters (such as a 1st-level fighter or rogue) around for newcomers. Advance those characters in level as the party advances. and you'll have "old friends" who adventure with the party when newcomers play them.

Once the PCs are created, don't worry about teaching the players all the rules ahead of time. All they truly need to know are the basics that apply to understanding their characters (how spells work, what AC means, how to use skills, and so forth), and they can pick up most of this information as they go along. Remember the most basic rule: To attack, make a saving throw, or use a skill, roll a d20 and hope for a high number.

As long as you know the rules, the players need be concerned only with their characters and how they react to what happens to them in the game. Have players tell you what they want their characters to do, and translate that into game terms for them. Teach them how the rules work when they need to learn them, on a case-by-case basis. For example, if the player of a wizard wants to cast a spell or the player of a fighter wants to attack, the player tells you what the character is attempting. Then you tell the player which modifier or modifiers to add to the roll of a d20, and what happens as a result. After a few times, the player will know what to do without asking.

PROVIDING THE WORLD

Every Dungeon Master is the creator of his own campaign world. Whether you use the GREYHAWK® setting (the standard D&D campaign setting) or another published setting for the D&D game, such as the FORGOTTEN REALMS® *Campaign Setting*, it's still your world.

The setting is more than just a backdrop for adventures, although it's that too. The setting is everything in the fictional world except for the PCs and the adventure plot. A well-designed and well-run world seems to go on around the PCs, so that they feel a part of something, instead of apart from it. Though the PCs are powerful and important, they should seem to be residents of some fantasy world that is ultimately larger than they are.

Consistency is the key to a believable fictional world. When the PCs go back into town for supplies, they ought to encounter some of the same NPCs they saw before. Soon, they'll learn the barkeep's name—and she'll remember theirs as well. Once you have achieved this degree of consistency, however, provide an occasional change. If the PCs come back to buy more horses at the stables, you could have them discover that the man who ran the place went back home to the large city over the hills, and now his nephew runs the family business. That sort of change—one that has nothing to do with the PCs directly, but one that they'll notice—makes the players feel as though they're adventuring in a living world as real as themselves, not just a flat backdrop that exists only for them to delve its dungeons.

For much more on running a campaign, see Chapter 5.

ADJUDICATING

When everyone gathers around the table to play the game, you're in charge. That doesn't mean you can tell people what to do outside the boundaries of the game, but it does mean that you're the final arbiter of the rules within the game. Good players will always recognize that you have ultimate authority over the game mechanics, even superseding something in a rulebook. Good DMs know not to change or overturn a published rule without a good, logical justification so that the players don't rebel (more on that later).

To carry out this responsibility, you need to know the rules. You're not required to memorize the rulebooks, but you should have a clear idea of what's in them, so that when a situation comes up that requires a ruling, you know where to reference the proper rule in the book.

Often a situation will arise that isn't explicitly covered by the rules. In such a situation, you need to provide guidance as to how it should be resolved. When you come upon a situation that the rules don't seem to cover, consider the following courses of action.

- Look to any similar situation that *is* covered in a rulebook. Try to extrapolate from what you see presented there and apply it to the current circumstance.
- If you have to make something up, stick with it for the rest of the campaign. (This is called a house rule.) Consistency keeps players satisfied and gives them the feeling that they adventure in a stable, predictable universe and not in some random, nonsensical place subject only to the DM's whims.
- When in doubt, remember this handy little rule: Favorable conditions add +2 to any d20 roll, and unfavorable conditions penalize the roll by –2. You'll be surprised how often this "DM's best friend" will solve problems.

If you come upon an apparent contradiction in the rules, consider these factors when adjudicating.

- A rule found in a rulebook overrules one found in a published adventure, unless the rule presented in the published adventure deals with something specific and limited to the adventure itself.
- Choose the rule that you like the best, then stick with it for the rest of the campaign. Consistency is a critical aspect of rules adjudication.

PROPELLING THE GAME EVER FORWARD

While all the players are responsible for contributing to the game, the onus must ultimately fall upon the DM to keep the game moving, maintain player interest, and keep things fun. Remember that keeping things moving is always more important than searching through rulebooks to find the exact details on some point or spending time in long debates over rules decisions.

Even a well-run game can bog down sometimes. Perhaps the players have been at it a while and are growing a little tired of the same old thing. Maybe a playing session falls flat for no apparent reason. Sometimes this can't be helped—you're only human. In fact, occasionally you will find it's better to cancel a playing session or cut it short rather than have a poor experience that may set back the whole campaign.

However, an average playing session can be turned into a memorable one, or a poor session can be spiced up. For example, props can bring new life to a game. You can make fake parchment from normal paper, "aging" it by wetting it slightly with coffee or tea and then letting it dry to an uneven yellow. Toss in a few creases or small rips, and later when the PCs find a map or a message you can actually hand it to them. Old coins, tarot cards, a battered book in a foreign language, and the like all make wonderful handouts to get players into the spirit of the game.

Another kind of visual aid is artwork. In all D&D game products, you'll find wonderful fantasy illustrations. Look through those products, or find a book cover or some other art source to provide you with a picture that fits something the PCs will encounter. Then, when the encounter comes to pass, pull out the picture and say, "This is what you see." While players' imaginations are fertile, sometimes seeing a depiction of something they encounter in the game—a character, a monster, or a place—

makes the experience all the more exciting or real. Sometimes you can find illustrations in odd places. Jewelry catalogs can provide visual aids for some magic items or treasure, and sometimes a history book or encyclopedia with illustrations is just as good as a fantasy book.

Of course, you can't always have a prop or a picture of some monster, NPC, or place that you have created. That's when you rely on an evocative, exciting description. Pepper your descriptions of what the characters see with adjectives and vivid verbs. Remember that you are the players' eyes and ears. "A dank, dark chamber with moss growing in cracks in the stone walls" is much more exciting than "a 10-foot-by-10-foot room." Throughout the game, continually ask yourself: What *exactly* do the characters see? Do they hear anything? Are there any noticeable odors? An unpleasant tang in the air? Do they feel the chill wind against their skin? Is their hair tousled by hot, damp gusts?

No player will forget a tense battle on a crumbling bridge in the middle of a thunderstorm. The best way to get the players' attention is with gripping action. While not every encounter needs to be life-threatening or earth-shaking, keep in mind how it would all seem in some action movie or exciting book. Villains shout epithets as they fight, and monsters roar menacingly. If a fight against gnolls is exciting, imagine how much more exciting a fight would be against gnolls on a ledge around a lava pit.

Some DMs enjoy creating just the right atmosphere for their playing sessions. Music is often a good way to accomplish this. It's sort of like having a soundtrack for your game. Not surprisingly, those who enjoy using music in their games often use soundtracks from adventure movies, although classical, ambient, or other styles work well. Keep in mind, though, that some players may find music distracting. Be receptive to what your players like—an atmosphere in which they can't hear, are distracted, or aren't enjoying themselves is never a good one. Other ways DMs can create an atmosphere are with painted miniatures and dioramas, specially adjusted lighting, and even sound effects. (If the door to the room you are in squeaks, you may want to use that when the PCs open a dungeon door.)

Another element many DMs employ and many players enjoy is for the DM to use different voices when speaking "in character." Practicing several different accents or ways of speaking and assigning them to different NPCs can be a striking way to make those characters stand out in the players' minds.

Occasionally, a little miming of actions can supplement a game that otherwise exists only in your imagination. If an NPC is shriveled and stooped over when walks, stand up and show the players exactly what you mean. When the ceiling above the PCs begins to collapse, slam your fists upon the table to simulate the sound of falling rocks. If someone holds out his hand and offers something to a PC, mime the action—almost every time, the player (assuming the character takes what's offered) will follow your cue instinctively and reach out, miming the character's grasping whatever it is. You could even make a player whose character is invisible sit under the table to remind everyone that they can't see him, and his voice just comes out of nowhere. Keep in mind, though, that this sort of activity can quickly get out of hand. Don't act out your combats, or someone could get a black eye!

Finally, every once in a while, really surprise your players. The NPC they thought was a villain turns out to be a shapechanged unicorn with only the best of intentions. The clue they thought led to the treasure vault turns out to be a red herring. If the PCs are in a dungeon room, and a fire giant is about to storm into the room and attack, keep your voice at a moderate or even soft level while describing the room. Then, suddenly, raise your voice and leap to your feet as the giant enters. That'll get their attention.

STYLE OF PLAY

The DM provides the adventure and the world. The players and the DM work together to create the game as a whole. However, it's your responsibility to guide the way the game is played. The best way to accomplish this is by learning what the players want and figuring out what you want as well. Many styles of play exist; two that sit at opposite ends of the playing spectrum are detailed below as examples.

KICK IN THE DOOR

The PCs kick in the dungeon door, fight the monsters, and get the treasure. This style of play is straightforward, fun, exciting, and action-oriented. Very little time is spent on developing personas for the player characters, roleplaying noncombat encounters, or discussing situations other than what's going on in the dungeon.

The kick-in-the-door style of play.

Illus. by S. Fischer

In such a game, let the PCs face mostly clearly evil monsters and opponents and meet clearly good helpful NPCs (occasionally). Don't expect PCs to anguish over what to do with prisoners, or whether it's right or wrong to invade and wipe out the bugbear lair. Don't bother too much with money or time spent in town. Do whatever it takes to get the PCs back into the action as quickly as possible. Character motivation need be no more developed than a desire to kill monsters and acquire treasure.

Rules and game balance are very important in this style of play. If some characters have combat ability greater than that of their fellows, unfair situations may develop in which the players of the overpowered characters can handle more of the challenges and thus have more fun. If you're using this style, be very careful about adjudicating rules and think long and hard about additions or changes to the rules before making them.

DEEP-IMMERSION STORYTELLING

The Free City of Greyhawk is threatened by political turmoil. The PCs must convince the members of the ruling council to resolve their differences, but can only do so after they have come to terms with their own differing outlooks and agendas. This style of gaming is deep, complex, and challenging. The focus isn't on combat but on talking, developing in-depth personas, and character interaction. A whole game session may pass without a single die roll.

In this style of game, the NPCs should be as complex and richly detailed as the PCs—although the focus should be on motivation and personality, not game statistics. Expect long digressions from each player about what his character will do, and why. Going to a store to buy iron rations and rope can be as important an encounter as fighting orcs. (And don't expect the PCs to fight the orcs at all unless their characters are motivated to do so.) A character will sometimes take actions against his player's better judgment, because "that's what the *character* would do." Adventures in this style of play deal mostly with negotiations, political maneuverings, and character interaction. Players talk about the "story" that they are collectively creating.

Rules become less important in this style. Since combat isn't the focus, game mechanics take a back seat to character development. Skill modifiers take precedence over combat bonuses, and even then the actual numbers often don't mean much. Feel free to change rules to fit the player's roleplaying needs. You may even want to streamline the combat system so that it takes less time away from the story.

SOMETHING IN BETWEEN

The style of play in most campaigns is going to fall between the two extremes just described. There's plenty of action, but there's a storyline and interaction between characters as well. Players will develop their characters, but they'll be eager to get into a fight. Provide a nice mixture of roleplaying encounters and combat encounters. Even in a dungeon, you can present NPCs that aren't meant to be fought but rather helped out, negotiated with, or just talked to.

OTHER STYLE CONSIDERATIONS

A few other style-related issues are worth your consideration.

Serious versus Humorous: How seriously you take things sets the standard for how seriously the players take things. Jokes and silly remarks can make the game more fun, but they can also detract from the action. If you make funny comments during the game, expect that the players will, too.

Likewise, if you design adventures that are lighthearted, create NPCs that are slightly silly, or introduce embarrassing or humorous situations into the game, realize that it changes the tenor of the game. If the king of the land is a talking dog named Muffy or if the PCs have to find a *brassiere of elemental summoning* rather than a *brazier of elemental summoning*, don't expect anyone to take the game too seriously.

Overall, it's recommended that you play things straight. Don't intentionally insert jokes into the game. There'll be enough joshing around at the table already to keep the game fun. The in-game action should remain fairly serious (although an occasional funny moment is fine).

Naming Conventions: Related to how serious or humorous the game is, character names should be fairly uniform in style throughout the group. Although any character name is fine in and of itself, a group that includes characters named Bob the Fighter, Aldorius Killraven of Thistledown, and Runtboy lacks the consistency to be credible.

Multiple Characters: You need to decide if each player is going to be limited to one character or can have more than one, and whether a player is allowed to actually run more than one character at the same time. Generally, it's best if you keep to one character per player. However, when players are few, you might allow them to run more than one character just to get the group size up to at least four characters.

THE BOTTOM LINE

You're in charge. This is not being in charge as in telling everyone what to do. Rather, you get to decide how your player group is going to play this game, when and where the adventures take place, and what happens. *That* kind of being in charge.

EXAMPLE OF PLAY

A DM guides four players through their first adventure. The players are playing Tordek (a dwarf fighter), Mialee (an elf wizard), Jozan (a human cleric), and Lidda (a halfling rogue). These four adventurers seek the ruins of an abandoned monastery, drawn by rumors of a fabulous fire opal, supposedly hidden there by the abbot when the place was attacked.

After passing through the lifeless aboveground ruins of the monastery, the adventurers find a rubble-strewn staircase leading down.

Tordek: Let's give these upper ruins one more quick look.

DM: [*Making some rolls in secret, but knowing there's nothing to find in the burned-out shell of the monastery.*] You don't find anything. What are you going to do now?

Jozan: Let's go down!

Lidda: We'll light a torch first.

DM: Fine, but I'll need the marching order that you'll be in.

At this point, the players arrange their miniature figures, each representing one character, in the order in which they will march down the stairs (and walk down corridors, and enter rooms). Tordek goes first, followed by Jozan (with the torch), then Mialee. Lidda brings up the rear, her player noting that she will be watching behind them occasionally.

If the players didn't have miniatures, writing down the marching order on a piece of paper would suffice.

Tordek: Fortunately, the torchlight won't spoil my darkvision—that'll help us navigate in the dark down there.

Jozan: Okay, we go down the stairs.

DM: You descend southward, possibly 30 feet laterally, and at the end of the stairway you see an open space.

Tordek: I enter and look around.

Jozan: I come in behind with the torch.

DM: You are in a chamber about 30 feet across to the south and 30 feet wide east and west. You see 10-foot-wide passages to the left and right as well as straight ahead, each in the center of its respective wall. Looking back, you see the stairway by which you entered the chamber in the center of the north wall.

Lidda: What else do we see?

DM: The floor is rough and damp. The ceiling is supported by arches that probably rise to meet in the center, about 20 feet above you—it's hard to tell because of all the webs. Some moldering old sacks are lying in the southwest corner, and some rubbish is jum-

bled in the center of the floor—dirt, old leather, scraps of cloth, and some sticks or bones.

After a short discussion and the formation of a plan, each player announces an action for his character. Tordek looks down the south passage, Mialee investigates the rubbish in the middle, Jozan looks at the old sacks, and Lidda looks down the west passage. The players position their figures on a floor plan the DM has sketched out on paper.

Since no one paid the webs any attention, the DM doesn't worry about Spot checks to see the spider.

DM: Okay. As two of you are looking down the passages and Jozan starts looking at the sacks . . . [*The DM rolls a touch attack for the monstrous spider in the webs. He knows a 14 indicates success because he wrote down everyone's AC ahead of time and knows Mialee's AC is 13.*] . . . Mialee, you feel something land on your shoulder—it feels hairy and moves toward your neck!

Mialee: Yikes! What is it?

Tordek: If I hear her call out, I'll turn around. What do I see?

DM: Wait just a minute. First, Mialee, roll for initiative.

Mialee: [*Rolls.*] I got a 19!

DM: [*Rolls initiative for the spider, and gets a 9.*] Everyone else should roll for initiative as well. Tordek, you heard Mialee gasp, and you turn to see a large, hairy spider on her neck.

Jozan rolls a 10, Lidda an 8, and Tordek a 4.

DM: Mialee, you go first. What do you do?

Mialee: I grab it from my shoulder and throw it to the ground, where I can stomp on it with my boot.

DM: Okay, but your unarmed attack provokes an attack of opportunity from the spider, so it bites as you grab at it. [*He rolls an attack roll for the spider, and gets a 16.*] Ugh! Mialee, you feel a sharp prick on your neck. Make a Fortitude saving throw.

The players all gasp in fear. Mialee rolls a die and would add her Fortitude modifier, except that it's +0.

Mialee: Fortitude, my worst save! Let's see—15 plus 0 is, well, 15. Is that good enough?

DM: You feel okay. But the bite still delivers 1 point of damage.

Mialee: Ouch. Okay, then I roll a 14 to grab it and throw it to the ground. Do I succeed?

DM: Yes. The spider lands on the ground and looks like it's going to scuttle away, perhaps back up the wall to the webs above.

Jozan: My turn. I run up to it and smash it with my mace! I roll a natural 20! With my bonus, that's 22 in all.

DM: Good roll! You can move that far and attack, so make a roll to see if that's a critical hit.

Jozan: [*Excitedly rolling again.*] Is a 15 good enough?

DM: Yep. Roll damage—twice. Add the results together.

Jozan: [*Rolls.*] Sweet! Twelve points altogether once I add my Strength bonus—which also doubled with the crit!

DM: That mighty blow smashes the creature to bits.

Mialee: Cool. Well, now that all the excitement is over, I'm going to search through this refuse on the floor like I said I would.

DM: Okay. First, make another Fort save to see if there are any lingering effects from that spider bite.

Mialee: Uh-oh, that doesn't sound good . . . [*Rolls.*] . . . a 17!

DM: No problems, then. You feel fine. Looking at the pile of debris, you'd guess it's probably refuse from the spider—leftovers of its victims and its own castings. Amid bits of bone and tatters of clothing, you find 19 silver pieces. And make a Search check.

Mialee rolls a 9 and adds her +6 Search modifier for a result of 15—just enough to notice a hidden gem in the pile!

DM: You see something sparkle inside a small skull. Looking closer, you see it's a gem—a garnet.

Mialee: Great! I get it out and put it in my pouch. We can try to appraise it later. You know, I'm getting a little nervous about that web.

Lidda: Good point. Jozan, why not light the webs on fire with your torch?

Jozan: Okay. I do. What happens? [*Looks at the DM.*]

DM: The webs burn quickly. As they do, tiny burning husks of smaller spiders fall from the ceiling, but nothing the size of the creature that attacked.

Tordek: [*On lookout.*] What do we see down the passages?

DM: The south tunnel runs straight as far as you can see. The west corridor ends in a door at about 20 feet.

Tordek: Okay, I'll also glance down the east passage.

DM: You see the east corridor goes straight for about 20 feet and then turns a corner to head north.

Lidda: Let's check out that door. [*Everyone agrees.*]

DM: Okay. You walk down the west passage. The door is a great, heavy thing with a huge ring of corroded bronze in the center.

Tordek: Mialee, your Listen modifier is better than mine. Why don't you listen at this door?

Mialee: Okay. I move forward to do so. [*Rolls.*] I roll a 13. Do I hear anything?

DM: You hear a faint moaning sound—you can't really tell what it is—that rises and then fades away. The door is hinged on the left and looks like it pulls inward toward you.

Mialee: I hear moaning on the other side. Let's get ready for action! And, by the way, I move to my position toward the back. . .

Tordek: [*Laughs.*] All right, I'll open the door while the elf scrambles to the back of the line.

DM: Make a Strength check.

Tordek: [*Rolls.*] I only got a 10. If that's not good enough, can I try again?

DM: That's not good enough, but if you're willing to spend more time on it, you can keep trying.

Tordek: [*To the other players.*] Look, we really want to get through this door, right? [*They agree, so the player turns back to the DM.*] I'm willing to spend enough time to take 20 on my roll. With my Strength bonus, that gives me a 22.

DM: Ah, easily good enough. After a couple of minutes, Tordek forces open the stuck door. Immediately a blast of cold, damp air gusts into the passage where you are, blowing out Jozan's torch.

Tordek: Do I see anything with my darkvision?

DM: Beyond the door is a chamber with rough walls, not blocks of stone like the room behind you. It's 25 feet wide and extends about 40 feet to the south. A stream spills through the room into a pool, carrying with it a cold, damp breeze. You don't see anything moving around, but some old barrels and buckets are here.

Jozan: I cast *light* on a rock, since we'll never get a torch lit in this wind.

DM: Okay, now everyone can see.

Tordek: I look at the ceiling and the floor for any more nasty surprises.

Mialee: I'll look in the barrels and buckets.

Lidda: Jozan, bring your light over and we'll check out the pool.

DM: Tordek and Mialee, make Search checks. Lidda and Jozan, give me Spot checks, since you can't "search" the pool without getting into it, but you can look into the water to spot anything that might be there. [*The players comply and tell the DM their results, although the DM knows that there's nothing for Tordek or Mialee to find.*] There's nothing alarming about the ceiling and floor, and the buckets are empty. The pool has some small white fish that look harmless—they don't react at all to your light. The pool looks to be 4 to 6 feet deep with a rough and rocky bottom. Jozan, with your result of 17 you see that what at first seemed to be a rock formation near the center of the pool looks somewhat like a skeleton.

Jozan: Cool! Mialee, will you cast your own *light* spell so I can toss this rock down into the pool to get a better look at this skeleton? It might be something interesting.

Mialee: Okay, I do.

Jozan: I toss the rock that I've cast *light* upon into the water, toward the center of the pool.

DM: Your stone falls to the bottom of the pool, illuminating the center. The formation is clearly a limed-over skeleton—it must

have been there for many years. Your stone impacts with it, stirring up dirt and muck, and dislodges what appears to be a cylinder about a foot long. The current quickly begins to carry it away. . . .

Lidda: Oh, no! I leap into the water and get it—at least I'll be able to see down there. Better, in fact, because of my low-light vision.

DM: Hmmm. Make a Swim check.

Lidda: Uh-oh. I don't have that skill. Untrained, I use my Strength bonus, right? Uhh . . . don't have one of those either. [*Rolls.*] Hey! I still got a 17!

DM: You guys are rolling great tonight. Lidda, even with a penalty for the weight of the gear you're carrying, you succeed. You manage to jump in and swim up to the tube just as the current is going to sweep it out of the room and down the underground stream. You have no idea if there would be air to breathe if you swam down the dark, narrow passage, which seems to be completely filled with water.

Lidda: Okay, then I try to grab the tube now.

DM: Make an attack roll.

Lidda rolls high enough to grab the tube. The DM relays this information, and Lidda swims up to the surface and climbs out of the pool with the help of the others—all of whom announce that their characters crowd around her to see what she's found. The DM describes the sealed tube.

Lidda: I dry off the tube a little, and then open it.

DM: Inside is a roll of vellum.

Tordek: Let's get out of this room and back into that entry chamber where we can light torches again. It's probably not going to be easy to read a scroll or whatever with this air current. [*The other PCs agree, and they return to the first room, closing the door behind them.*]

DM: The tube must have allowed a bit of water to seep in slowly, because parts of the scroll are smudged and obliterated, but you can see what looks like a map of the passages under the monastery. You recognize the stairs down and the room with the pool and barrels. The eastern portion of the map is smeared beyond legibility, but you see that the south passage runs out of the room you're in now to a blurred area, and beyond that you see a large area with coffinlike shapes drawn along the perimeter.

Tordek: Let's head south and see what the map is leading toward. [*Everyone agrees. Tordek lights a torch and takes the lead.*]

DM: You pass down a long passage of stone blocks with an arched ceiling about 15 feet overhead. The passage stretches for about 60 feet, then opens into the northern portion of an unlit chamber that looks to be about 50 feet by 50 feet to those of you with darkvision or low-light vision. It's completely empty and seems to be a dead end. What do you do?

Lidda: Does this room look like the one with the coffin shapes on the map?

DM: No. It looks more like the blotched area on the map.

Mialee: I bet there's a secret door here. Let's check the south wall.

The DM decides to make the Search checks himself, hidden from the players so that they won't know the results. He knows that they can't find anything; there is a secret door 10 feet above the floor, but he doesn't want them to know that. Finding some holes in the wall requires no roll, so the DM randomly determines who finds them by rolling a d4. He also makes a Listen check for the ghouls at the far end of the secret corridor—an 18 means they have heard the party tapping on the walls looking for a hollow spot.

DM: The wall seems solid. However . . . Tordek, you noticed some strange holes in the wall—square places cut into the stone, each about half a foot on a side and about that deep. There are four all together. Each pair of holes is 10 feet apart, with one pair about 3 feet from the floor and the other pair about 6 feet up. You find some wooden splinters in one of the holes.

Jozan: Let's look at that map again.

Tordek: While you do that, I'll feel around to find if the holes have any levers or catches or anything.

DM: [*Making some meaningless rolls, knowing there are no levers to find.*] You don't find anything like that, Tordek.

Mialee: The only thing I can think of is that the holes are sockets for some sort of wooden construction.

Lidda: Sure! How about a ramp or stairs? How high is the ceiling in this place?

DM: Oh, about 25 feet.

Lidda: How about hoisting me up and letting me search up high?

Jozan: Good idea. Tordek, will you help me hold her steady?

Tordek: Sure.

Mialee: While they do that, I'll keep a lookout to make sure nothing sneaks up behind us from the way we came.

DM: Looks clear, Mialee. Lidda's not heavy, so you guys don't have to make Strength checks to lift her. You do have to make them to hold her steady so that she can . . . What is it you're going to do once you're hoisted up, Lidda?

Lidda: I'll scan the stone first to see if markings or some operating device is evident.

DM: Okay, how about those Strength checks? Tordek, you're stronger, so Jozan is helping you rather than the other way around. If the cleric can succeed on a check against DC 10, he'll add +2 to Tordek's attempt.

The check results are good enough that Tordek and Jozan are able to hold Lidda steady, so the DM makes a Search check for Lidda. She finds something.

DM: Lidda, you find some stone projections that seem rather smooth, as if worn by use.

Lidda: Then I'll see if I can move any of the knobs. Maybe they'll open a secret door. I'll pull, push, twist, turn, and slide. . . .

DM: Okay. One of the fist-sized projections moves inward, and there's a grinding sound. A 10-foot-by-10-foot section of the wall, 10 feet above the floor in the center of the south wall, swings inward and to the right.

Lidda: I'll pull myself up into the doorway, and then I'll see if I can use my tools to somehow anchor a rope up here to help the others climb.

DM: You get up there, and you're looking around for a crack or something to wedge a spike into, right? Make a Spot check.

The Spot check is actually to see if Lidda sees the ghouls waiting in the darkness, but Lidda doesn't know that (although the fact that the DM didn't ask for a Search check might have tipped off a more experienced player).

Lidda: Oops. I rolled a 7.

Now the DM begins rolling attacks for the ghouls. The players ask what's going on, and why he's rolling dice, but his silence adds to the tension and suspense. The ghouls hit Lidda with their paralyzing touch.

DM: Lidda, make a Fortitude save.

Lidda: Oh, no! Why? A trap? [*Rolls.*] Arrgh—a 1. This is where our luck runs out.

DM: [*To the others.*] You see a sickly gray arm strike the halfling as she's looking around at the floor where she stands, 10 feet above you. She utters a muffled cry, and then a shadowy form drags her out of sight. What do you do?

RUNNING A GAME SESSION

After everything is prepared, and everyone sits down at the table, you're on. It's your show. Here are some points to consider, while at the table and before you ever get there, to help the game run as smoothly as possible.

KNOWING THE PLAYERS

Normally, but not always, the DM is in charge of inviting players to play in his game. If this is the case, it's your responsibility to know and understand each of these people well enough that you can be reasonably sure that they'll all get along, work well together, and enjoy the sort of game you run.

A lot of this has to do with playing style. Ultimately, you have to know the kind of game your players want to play—and, with players new to the game or a newly formed group, this knowledge may take a while to emerge. Recognize that while you're in charge, it's really everybody's game—and that the players are all here, coming back session after session, because they trust that you'll help them have a fun and rewarding gaming experience.

Table Rules

One thing that will help everyone, players and DM alike, to all get along is establishing a set of rules—rules that having nothing to do with the actual game but that govern what happens with the people around the table.

Some table rules issues that you'll need to deal with eventually are discussed below. It's best to come up with the answers before you start a regular campaign. You can establish these yourself, or you can work them out with your players.

Nonattending Players: Sometimes a regular player can't show up for a game session. The others are faced with the question of what to do with his character. You have several choices.

- Someone else runs that character for the session (and thus runs two characters at once). This is easiest on you, but sometimes the fill-in player resents the task, or the replaced player is unhappy with what happened to the character in his absence.
- You run the character as though he were an NPC. This might actually be the best solution, but don't do it if running a character and running the game at the same time is too much for you and hurts the whole session.
- The character, like the player, can't be present for this adventure. This solution only works in certain in-game situations, but if it makes sense for the character to be absent, that's a handy way to take the character out of the action for a game session. Ideally, the reason for the character's absence is one that allows him to jump back in with a minimum of fuss when the player is available again. (The character may have some other commitment, or he might fall victim to some minor disease, for instance.)
- The character fades into the background for this session. This is probably the least desirable solution, because it strains everyone's suspension of disbelief.

Recognize that players come and go. Someone will move away, another's regular life will become busier, and yet another will grow tired of the game. They'll quit. At the same time, new players will want to join in. Make sure always to keep the group at a size that you're comfortable with. The normal-sized group is around four players (with the DM as the fifth person). However, some groups are as small as two players, and others as large as eight or more. (Very large groups sometime use a nonplayer assistant who helps manage player actions, rules referencing, and NPCs to help the DM keep from getting bogged down.) You can also play the game one on one, with just one player and a DM, but that's a very different sort of play experience. (It's a good way to handle special missions such as a paladin's atonement.)

If you can, try to find out from the players how long they're interested in playing, and try to get a modest commitment from them to show up on a regular basis during that time.

Integrating New Players: When someone new joins the campaign, his character needs to be integrated into the game. At the same time, the player needs to be integrated into the group. Make sure that a new player knows the table rules as well as the game rules.

Dice Conventions: When someone makes a roll and the die lands on the floor, do you reroll it or use the die as it lies? What do you do with a die that lands cocked against a book? Are players required to make all die rolls where the DM can see them? These questions have no right or wrong answers, but deciding your group's answers ahead of time will save you from arguments later.

Book Use: It's best if you decide ahead of time which books (other than the *Player's Handbook*) a player can reference during a playing session.

Rules Discussions: It's probably best if players don't question your rulings or established rules, propose changes to the rules, or conduct discussions on other aspects of the game (aside from what's immediately at hand) during the game itself. Such matters are best addressed at the beginning or end of the session.

Jokes and Off-Topic Discussions: There are always funny things to be said, movie quotes, good gossip, and other conversations that crop up during the game, whether they're inspired by what's going on in the session or completely extraneous. Decide for yourself (and as a group) how much is too much. Remember that this is a game and people are there to have fun, yet at the same time keep the focus on the actions of the characters, so the whole playing session doesn't pass in idle chat.

WORKING WITH PLAYERS

Two players want the same magic item. Each thinks his character can use it best or deserves it for what he's done. If the players can't find a way to decide who gets it, you will have to arbitrate or impose a solution. Or, worse, one player is angry with another player for something that happened earlier that day outside the game, so now his character tries to harass or even kill the other player's character. You shouldn't sit back and let this happen. It's up to you to step in and help resolve conflicts such as these. You're a sort of master of ceremonies as well as an umpire during the game. Talk with the arguing players together or separately outside the game session and try to resolve the conflict. Make it clear as nicely as you can that you can't let anyone's arguments ruin the game for the other players and that you won't tolerate real-world hard feelings affecting the way characters within the game react to each other.

If a player gets angry when you rule against him, be firm but kind in telling him that you try your best to be fair and that you can't have angry outbursts spoiling everyone else's fun. Settle the matter outside the game session. Listen to his complaints, but remember that you're the final arbiter, and that by agreeing to play in your game he has also agreed to accept your decisions as DM (see When Bad Things Happen to Good Characters, page 18).

Sometimes one player's actions ruin the fun for everyone. An obnoxious, irresponsible, troublemaking player can make the game really unpleasant. Sometimes he gets other characters killed because of his actions. Other times he stops the game altogether with arguments, tantrums, or off-topic conversations. Still other times he might keep everyone from playing by being late or not showing up at all. Ultimately, you should get rid of this player. Don't invite him next time. Don't play the game with someone you wouldn't enjoy spending time with in another social setting.

If one player dominates the game and monopolizes your time with his character's actions, the other players will quickly grow dissatisfied. Make sure everyone gets his turn. Also, make sure each player gets to make his own decisions. (Overeager or overbearing players sometimes try to tell the others what to do.) If one player insists on controlling everything, talk to him outside the game session and explain that his actions are making things less fun for everyone.

METAGAME THINKING

"I figure there'll be a lever on the other side of the pit that deactivates the trap," a player says to the others, "because the DM would never create a trap that we couldn't deactivate somehow." That's an example of metagame thinking. Any time the players base their characters' actions on logic that depends on the fact that they're playing a game; they're using metagame thinking. This behavior should always be discouraged, because it detracts from real role-playing and spoils the suspension of disbelief.

Surprise your players by foiling metagame thinking. Suppose the other side of the pit has a lever, for example, but it's rusted and useless. Keep your players on their toes, and don't let them second-guess you. Tell them to think in terms of the game world, not in terms of you as the DM. In the game world, someone made the trap in the dungeon for a purpose. You have figured out the reason why the trap exists, and the PCs will need to do the same.

In short, when possible you should encourage the players to employ in-game logic. Confronted with the situation given above, an appropriate response from a clever character is "I figure there'll be a lever on the other side of the pit that deactivates the trap, because the gnomes who constructed the trap must have a means to deactivate it." In fact, this is wonderful—it shows smart thinking as well as respect for the verisimilitude of the game world.

KNOWING THE PCS

One advantage that you always have over a professional writer designing an adventure is that you know your players. You know what they like, what they're likely to do, what their capabilities are, and what's going on in your campaign right now. That's why even when you use a published adventure, you'll want to work to ensure that it gets integrated into your campaign properly.

A good DM will always know the following facts about the characters in his game.

The Characters' Basic Statistics: This includes class, race, level, hit points, save and attack bonuses, spells, and special abilities. You should be able to look at a monster's hit points, AC, and special qualities and be able to judge whether it's a fitting challenge. Compare, for example, the monster's AC with the attack bonuses of the characters in the group—particularly the fighters. When you assume average rolls, can the fighters hit the creature? Do they need above-average rolls? (If so, the challenge will be great.) Do they need a natural 20? (If so, the challenge is almost certainly too difficult.)

Examine the attack bonus of the monster. Look at the damage it can deal. When you compare these pieces of information to the AC and hit points of the PCs, will the monster be able to hit or seriously damage the characters? Will it almost certainly kill one? If the monster's attack bonus added to an average d20 roll hits the character's AC, and the average damage dealt is more than the PC's total hit points, the monster will kill the character. When you look at the save DCs for the monster's special attacks, are the characters likely to successfully resist the attack?

These sorts of questions and analyses allow you to judge monsters, encounters, and adventures and determine whether they are appropriate for your group. Challenge Rating assignments for such obstacles will help, but no one knows your group of characters as well as you do. (See Chapter 3: Adventures for details about Challenge Ratings.)

Keep a record of all the characters, their abilities, spells, hit points, AC, and so forth. One way to do this is to require the players to give you a new copy of their character sheet whenever the character attains a new level. This information is helpful to you for balancing encounters and monitoring hit point loss and spell depletion during play. It's also very handy if a player can't make it to a session, enabling you to simply hand the character sheet to whoever is running the character for that session.

The Players' Likes and Dislikes: Some groups hate political intrigue and avoid or ignore it in favor of going down into the dungeon. Other groups are more likely to run from a serious combat challenge. Some groups prefer adventures with mind flayers and psionics. Some don't. You're the best judge, if you're aware of what the players like and what entices them, of whether they will partake in and enjoy a particular encounter or adventure.

For example, a DM might find that the lure of gold motivates the PCs in his group. He knows, then, that in order to get them involved in the adventure he has written (or purchased), there has to be some treasure involved, and the PCs need to know about it ahead of time. Another group, however, might be interested in heroic deeds. They don't care about money, but if they hear that the duchy's in danger from a storm-controlling wizard, they're off to stop him in a flash.

Nothing's more frustrating for a DM than to create an adventure and provide the PCs with the hook that will bring them into the action, only to have them ignore or even consciously reject it. No one wants to see his adventure go unplayed. Know what interests and motivates the group, and you'll be able to avoid this disheartening possibility.

What's Going on in the Campaign: Since you're managing the events in the game, you need to keep track of what's going on anyway. It's important to always know what the characters are doing and a little about their plans. If the PCs want to leave the area and head into the mountains to find one of the characters' old mentors, you need to keep that in mind when preparing that session's adventure and in planning ahead for future sessions.

Keep a record of every significant event that occurs in the game. A timeline can help you keep track of when events happened in relation to each other (especially handy for monitoring the activities of recurring villains). Above all, make sure you always have a good grasp of NPCs' names (particularly ones you're forced to make up in the middle of the game), so that the name of the king doesn't change abruptly from session to session. And of course you should remember what the PCs have accomplished, where they have been, enemies they have made, and so forth.

KNOWING THE ADVENTURE AND OTHER MATERIALS

You're running the game, so you have to know everything. Well, maybe not everything, but certainly enough to keep things moving. If you know the PCs want to head into the mountains, it's helpful if, ahead of time, you have looked into how mountain travel affects their movement, what it's like to be in the mountains (possibly through some research in an encyclopedia or travel book), and other considerations (climbing gear, mountain encounters, and the like). If you have a chance to try rock climbing, or if you've done it before, so much the better—there's nothing like personal experience to lend realism to your descriptions.

More to the point, you will want to have prepared as much as you can for the adventure ahead of time. You will want to have figured out what will happen when, the layout of the area (both the large-scale landscape and individual encounter areas), what the PCs will encounter if they go to a particular area, how NPCs encountered in the adventure will react to the PCs, and the events likely to happen (such as a conversation or a fight).

When you are running a published adventure, this preparation often amounts to reading the material carefully and making notes where you need them. Useful points to note might include any of the following.

- Page numbers in the rulebook for rules you know you'll need to reference in a given encounter.
- Changes needed for the adventure to fit into your campaign.
- Changes you want to make to please your tastes or those of your group.
- Preplanned actions you want NPCs to take in a given encounter (ambushes, dying speeches, spell sequences).
- Reminders to yourself about rules, adventure structure, events that might occur (such as random encounter checks), or the consequences of certain actions.

If you are designing an adventure on your own, your preparation requires (obviously) a lot more time. This preparation might include any of the following elements.

- Maps of the area (large scale) and of specific smaller areas where encounters are likely to occur. These can be as simple and sketchy or as detailed as you like.

- A key to the map or maps detailing special areas and what might be encountered in each one, including foes, allies, treasure, traps, environmental situations, and possibly even descriptions of what the PCs see, hear, and experience upon entering an area.
- NPC listings that include their statistics and notes on their potential reactions.
- Bookmarks in the rulebooks (or notes listing page numbers) for rules that might need to be referenced.
- Notes on the overall story or plot of the adventure if it is complex.
- Statistics for any new monsters you're introducing.

This preparation can amount to a lot of work. However, not every adventure is going to require reams of notes in order to play. Not every DM likes to prepare detailed notes ahead of time. Some have more fun if they just "wing it." And sometimes a DM would like to be better prepared, but there just isn't time. Find the style of Dungeon Mastering that suits you best.

KNOWING THE RULES

If you know that the aerial combat rules will be needed to play out the battle in which the PCs are mounted on griffons and the gargoyles attack them, review those rules before playing. When rules less often used come into play in the course of the adventure, it slows things down if you have to reread them in the midst of a game. Looking over commonly used rules—such as descriptions for spells you know NPCs or PCs have prepared, or even the basic combat rules—before a game session is always a good idea.

When a player has a rules question, you should be the one best able to answer the question. Mastery of the rules is one reason why the DM is sometimes called the referee.

No matter how well you know the rules, though, a player might remember some point that didn't occur to you. Most players, quite properly, won't lord it over you if they know some rules better than you do. If someone else at the table corrects your recollection of a rule or adds some point you hadn't thought of, thank that player for his help. When people cooperate to make the game better, everyone benefits.

KEEPING GAME BALANCE

A lot of people talk about game balance. They refer to rules they like as "balanced," and rules that don't seem to work as "unbalanced." But what does "game balance" really mean? All game balance does is to ensure that most character choices are relatively equal in terms of their chances for success. A balanced game is one in which one character doesn't dominate over the rest because of a choice that he made (race, class, skill, feat, spell, and so on). It also reflects that the characters aren't too powerful for the threats they face; yet, neither are they hopelessly overmatched.

The two factors that drive game balance are discussed below.

Good DM Management: A DM who carefully watches all portions of the game so that nothing gets out of his control helps keep the game balanced. PCs and NPCs, victories and defeats, awards and afflictions, treasure found and treasure spent—all these aspects must be monitored to maintain balance. No one character should become significantly greater than the others. If this does happen, the others should have an opportunity to catch up in short order. The PCs as a whole should never get so powerful that all the challenges become trivial to them. Nor should they be constantly overwhelmed by what they must face. It's no fun to always lose, and always winning gets boring fast. (These types of games are known as "killer dungeons" and "Monty Haul games," respectively.) When temporary imbalances do occur, it's easier to fix them by altering the challenges than by changing anything about the PCs and their powers or equipment. No one likes to get something (a new magic sword, for example), only to have it taken away again because it was too unbalancing.

Player–DM Trust: Players should trust the DM. Trust can be gained over time by consistent use of the rules, by not taking sides (that is, not favoring one player at another's expense), and by making it clear that you're not vindictive toward the players or the PCs. If the players trust you—and through you, the game system—they will recognize that anything that enters the game has been carefully considered. If you adjudicate a situation, the players should be able to trust it as a fair call and not question or second-guess it. That way, the players can focus their attention on playing their characters, succeeding in the game, and having fun, trusting you to take care of matters of fairness and realism. They also trust that you will do whatever you can to make sure they are able to enjoy playing their characters, can potentially succeed in the game, and will have fun. If this degree of trust can be achieved, you will be much more free to add or change things in your game without worrying about the players protesting or scrutinizing every decision.

Handling Unbalanced PCs

Sometimes, though, the unexpected will happen. The characters may defeat a villain, foiling what the villain (and you) thought was an unstoppable escape plan, and gain a *vorpal sword* that you never intended to fall into their hands. PCs entrusted to deliver an artifact to its rightful owner may decide to simply keep it instead. Or, even more likely, the combination of some new acquisition with an item or spell or power a character already has will prove unbalancing in a way you didn't foresee.

When a mistake is made, and a PC ends up too powerful, all is not yet lost. In fact, it's usually simple to increase the challenges that the character faces to keep him from breezing through encounters. However, this way of solving the problem can be unsatisfying, and it can mean that the encounters become too difficult for the other PCs. At the same time, as already noted, it's never fun to lose some new aspect of your character that turns out to be unbalancing. From the player's point of view, it's not his fault.

You have two options.

Deal with the Problem In-Game: "In-game" is a term used to describe something that happens in the story created by the play of the game. For example, suppose a PC becomes an unbalanced character by using a *wish* spell to give herself the ability to cast all his prepared spells twice rather than once. (This should never happen from a *wish*, but DMs do make mistakes.) An in-game solution might be to have an enemy cleric use a *miracle* to rob him of that newfound ability. Whatever you do, try not to make it obvious that the situation is actually just a tool to balance the game. Instead, make it seem just a part of the adventure. (If you don't, indignant players will get very angry.)

Deal with the Problem Out-of-Game: "Out-of-game" means something that takes place in the real world but has an impact on the game itself. An out-of-game solution to the problem described in the last paragraph would be to take the player aside between sessions and explain that the game has become unbalanced because of his character—things need to change, or the game may fall apart. A reasonable person will see the value in continuing the game, and she'll work with you either in-game (perhaps donating a powerful item to an appropriate NPC guardian) or out-of-game (perhaps by erasing the unbalancing power or item from his character sheet and just pretending it was never there). Be warned, however, that some players may dislike this amount of intrusion on your part and resent giving up a great ability or item their character "earned." Even if they don't tell you to forget about it, they'll begrudge the loss. What's worse, after an unfortunate exchange of this type, it will seem obvious and contrived if you try to balance things with an in-game solution. Nobody said DMing was easy.

CHANGING THE RULES

Beyond simply adjudicating, sometimes you are going to want to change things. That's okay. However, changing the rules is a challenge for a DM with only a little experience.

Altering the Way Things Work

Every rule in the *Player's Handbook* was written for a reason. That doesn't mean you can't change some rules for your own game. Perhaps your players don't like the way initiative is determined, or you find that the rules for learning new spells are too limiting. Rules that you change for your own game are called house rules. Given the creativity of gamers, almost every campaign will, in time, develop its own house rules.

The ability to use the mechanics as you wish is paramount to the way roleplaying games work—providing a framework for you and the players to create a campaign. Still, changing the way the game does something shouldn't be taken lightly. If the *Player's Handbook* presents the rules, then throughout the *Dungeon Master's Guide* you will find explanations for why those rules are the way they are. Read these explanations carefully, and realize the implications for making changes.

Consider the following questions when you want to change a rule.

- Why am I changing this rule?
- Am I clear on how the rule that I'm going to change really works?
- Have I considered why the rule existed as it did in the first place?
- How will the change impact other rules or situations?
- Will the change favor one class, race, skill, or feat more than the others?
- Overall, is this change going to make more players happy or unhappy? (If the answer is "happy," make sure the change isn't unbalancing. If the answer is "unhappy," make sure the change is worth it.)

Often, players want to help redesign rules. This can be okay, since the game exists for the enjoyment of all its participants, and creative players can often find ways to fine-tune a rule. Be receptive to player concerns about game mechanics. At the same time, however, be wary of players who (whether selfishly or innocently) want to change the rules for their own benefit. The D&D game system is flexible, but it's also meant to be a balanced set of rules. Players may express a desire to have the rules always work in their favor, but the reality is that if there were no challenges for the characters, the game would quickly grow dull. Resist the temptation to change the rules just to please your players. Make sure that a change genuinely improves your campaign for everybody.

ADDITIONS TO THE GAME

As DM, you get to make up your own spells, magic items, races, and monsters. Your campaign might have a real need for a spell that turns foes to crystal, or a monster covered in dozens of tentacles that drains heat from living creatures. Adding new races, spells, monsters, and magic items can be a really entertaining and rewarding experience.

On the downside, an addition to the game can spoil game balance. As stated earlier, maintaining balance is an important DM responsibility. Most unbalancing factors are actually hasty or ill-considered DM creations. Don't let that happen to you.

One way to judge whether a new skill, feat, spell, or other option is balanced is to ask yourself, "If I add this to the game, is it so good that everyone will want to have it?" At the same time, ask yourself, "Is this so limited that no one will be interested in it?" Keep in mind that it's easier and more tempting to create something that's too good rather than not good enough. Watch yourself.

Making Mistakes

A magic item that allows the characters to move through walls unhindered, giving them easy access to all sorts of places you do not want them to go (at least without great effort), is a mistake. A 4th-level spell that kills multiple foes with no saving throw is a mistake. A race without a level adjustment that has bonuses of +4 to Strength and Dexterity is a mistake.

Usually, the mistakes that creep into a campaign are the ones that seem innocuous at first. A 1st-level spell creating a blast of wind that knocks a foe down appears to be fine—until a shrewd player uses it to knock a powerful opponent off the edge of a cliff. On the other hand, you'll know right away that you should never have put a *staff of disintegration* with unlimited charges in that treasure chest, or you should never have allowed your players to persuade you that the game would be more fun if critical hits multiplied all damage by five.

When things get unbalanced, you need to fix them either in-game or out-of-game, depending on the situation and the involved players' personalities. Unbalanced character abilities or items are best handled in-game, but rule changes can only be handled out-of-game. Sometimes it's best for you to admit to the players that you made a mistake, and now it needs to be fixed in order to keep the game fun, balanced, and running smoothly. The more reasonable you are, the more likely your players are to understand.

SETTING THE STAGE

It's worth stating again: Once the game starts, it's all up to you. The players are likely to take their cues from you on how to act and react. If you handle the game seriously, they'll be more likely to

EQUIPMENT FOR RUNNING THE GAME

The following kinds of equipment are available to streamline or enhance your game. They're not for everyone, however.

DM Screen: This is a cardstock screen (available in many game and hobby stores) that stands up on the table between you and the players. It has useful tables and rules reminders on it to speed play. You can also clip notes to it, so you can see them but the players can't. Behind this screen, you can put your maps and records on the table, and roll dice where the players can't see what you're doing. The only drawback is that a screen creates a wall between you and the players, which can be distancing. DMs who wish to have the information on the screen handy but don't want to set themselves apart from the players sometimes lay the screen flat on the table in front of them, hiding adventure notes underneath.

Counters: If you don't have miniature figures for every character or creature the PCs encounter, you can use any sorts of counters to represent characters and monsters: printed counters with pictures of the creatures, poker chips, checkers, coins, scraps of paper—anything you want.

Computers: With a computer at the table (or at your side nearby, but shielded from players), you can keep all your notes and maps in electronic files easily searched and referenced during the game. Special DM utility programs are available that manage NPCs, PCs, monsters, treasure, and other kinds of information. Some will determine random encounters, create characters, and generate random numbers. Not all roleplaying groups prefer to use a computer, however, because of the tendency of the machine to draw the DM's attention away from the players and the game. If you find yourself staring at the screen more than at your players, consider scaling back the computer's in-game use and restrict it to generating or manipulating material between sessions.

take it seriously. If you come across with a relaxed, lighthearted tone, they will crack a few jokes and make side comments of their own. You make the game the way you want it to be.

Recapping

"Last time, you had just discovered the entrance to the lair of the basilisk and learned that a tribe of goblins living nearby apparently worships the creature like a god. You were near the end of your fifth day of traveling through the Thangrat Forest. Mialee the wizard had suffered a great wound while fighting the initial goblin scouts. Krusk wanted to go straight to the goblins' camp and deal with them then and there, but the rest of you talked him into helping you find a suitable place to make a safe and defensible camp. The goblins, meanwhile, were obviously preparing for a fight, based on the sounds you had heard earlier that day. Now, as the sun sets beyond the distant mountains, it seems as though the basilisk is stirring within its lair. What do you do?"

In the middle of a campaign, recapping activity from the previous session (or sessions) at the start of a new session often helps establish the mood and remind everyone what was going on. It can be frustrating to DM and players alike that while in the game the characters continue what they were just doing, in real life the players have lived perhaps several days of real time between then and now. They might have forgotten important details that will affect their decisions if they don't get reminders.

Of course, you need to keep notes on what happens so that you don't forget either. At the very least, jotting down a few sentences about what was going on at the very end of a game session and bringing them out at the beginning of the next session is always a good idea. You may find that you tend to think about the game between sessions more than the players do, and thus you have a better grasp of the events. You may get to the point where you won't forget what has happened in past sessions, especially since the adventures you're working on now will often build off those events.

USING MINIATURE FIGURES

Metal or plastic figures are used to represent characters, monsters, and scenery in the game. You can use them on a grid to determine and regulate the distance between individuals, tactical movement, line of sight, and areas of spell effects. This book includes a two-sided poster map containing a sample dungeon on one side and a 1-inch grid on the other. (For regular use, a vinyl mat with a grid that you can write on with wipe-off markers is especially useful. Mats of this sort are often available at the same hobby and game stores that sell dice.)

Even without a grid, you can use miniatures arrayed on the table to show marching order and relative position, or you can use a tape measure and a scale of 1 inch = 5 feet to determine distances on the tabletop precisely. Sometimes position in combat means the difference between life and death, and miniature figures (perhaps along with other suitable objects to represent terrain features or dungeon furnishings) help everyone agree on the locations of characters, creatures, and significant objects.

With a little searching, a player can usually find a miniature that resembles the character he wants to play, and perhaps is even posed the way the character would carry himself or herself.

MAPPING

When one of the players is drawing a map as the characters explore a new place, give him a break. Describe the layout of the place in as much detail as he wants, including dimensions of rooms. For clarity, you might draw out the shape and size of a room on a grid in front of you. Be willing to repeat a description if needed. Describe anything the characters should be able to see (considering illumination and their own vision capabilities) or reasonably estimate (such as the distance to the far wall of a cavern).

Of course, when the PCs are lost in a dungeon or walking through fog, the whole point of the situation is that they don't know where they are (or where they're going). In cases such as these, don't take pains to help the mapper. If the characters are sneaking through a maze and they make a wrong turn, it's all the more fun when they have to backtrack.

PACING THE GAME SESSION

The pace of the game determines how much time you spend on a given activity or action taken by the characters. Different players enjoy different paces. Some players have their characters pick up every copper piece; others decide it's not worth the playing time. Some roleplay every encounter, while some want to skip on to the "good bits"—combat and other action-oriented activity.

Do your best to please the group, but above all, keep things moving. Don't feel that it's necessary to play out rest periods, replenishing supplies, or carrying out daily tasks unless the players want to. Sometimes that degree of detail is an opportunity to develop characters, but most of the time it's unimportant.

Determine ahead of time, if possible, how long the playing session will last. Doing this enables you to judge about how much time is left at any point and pace things accordingly—you should always end a session at a good stopping point (see Ending a Session, below). Three to four hours is a good length for an evening game. Some people like to play longer sessions, usually on a weekend. Even if you normally play for shorter periods, sometimes it's fun to run a longer, "marathon" session.

Referencing Rules

Look at the rules only when you truly need to during a game. While the rulebooks are here to help you, paging through a book to double-check yourself can slow things down. Look when necessary (and mark things you'll need to refer to again with a bookmark), but recall a rule from memory when you can. You may not be perfectly correct in your recollection, but the game keeps moving.

Asking Questions

Don't be afraid to stop and ask important questions. If the players seem bored, ask if they would like you to skip ahead or pick up the pace. If you're unsure how they want to handle a situation, ask.

Taking Breaks

When you finish up a lengthy combat encounter or a tension-filled scene, take a break. Particularly in a long playing session, establish a few breaks for food, drinks, trips to the bathroom, or just a little time to relax. During this time, you can take your mind off things for a few minutes, or you can begin to prepare for the coming encounter.

HANDLING PC ACTIONS

The important point to remember regarding the actions of player characters during an adventure is that each player controls his own character. Don't force a character to take a specific action (unless the character is under a magical compulsion; see below). Don't tell a player what his character's emotions are. Even if an NPC with a high Charisma score attempts to persuade a character, no mere die roll should force a character into doing something. Some rules in the game apply specifically to NPCs and not PCs, the most significant of which are the rules concerning NPC attitudes (see NPC Attitudes, page 128, and the Diplomacy skill on page 71 of the *Player's Handbook*). These rules should never be used to enable an NPC to change the way a player character views that NPC. When running an NPC, feel free to try praising, misleading, tricking, cajoling, or maligning a character, but don't use your authority as DM to exert control over what a player character does.

Magical Compulsion

Your responsibility for dictating PC actions shifts when a player character becomes subject to an effect (such as a *charm person* spell or the domination ability of a vampire) that puts him under the control of a monster or an NPC. Now the character is compelled to do the bidding of his controller—represented by you.

Sometimes, adjudicating this sort of situation involves walking a fine line: For instance, if an NPC wizard has just cast *charm person* on a PC, what will you (as the wizard) order the character to do? According to the spell description in the *Player's Handbook*, "You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do." Who decides what the PC "wouldn't ordinarily do"—you or the player?

The answer to that question is rarely clear-cut; at times, it may be necessary for you and the player to come to an agreement on what the character would "willingly" do in a certain situation. This is one of the times in the game when you should not make decisions on your own—confer briefly with the player of the PC, and, assuming both of you are reasonable about the scope of what the character would do, it shouldn't be difficult to adjudicate the effect of the spell.

As stipulated in an adventure you have written (or purchased), an NPC or a monster who gains control of a character may be motivated by goals that give you an idea of what to order the PC to do. Sometimes, the character's response to such an order (or the character's opportunity to make an opposed Charisma check) will be easy to determine; at other times, you may need to reach an agreement with the player as discussed above.

HANDLING NPC ACTIONS

Normally, NPCs should obey all the same rules as PCs. Occasionally, you might want to fudge the rules for them in one way or another (see DM Cheating and Player Perceptions, below), but in general, NPCs should live and die—fail and succeed—by the dice, just as PCs do.

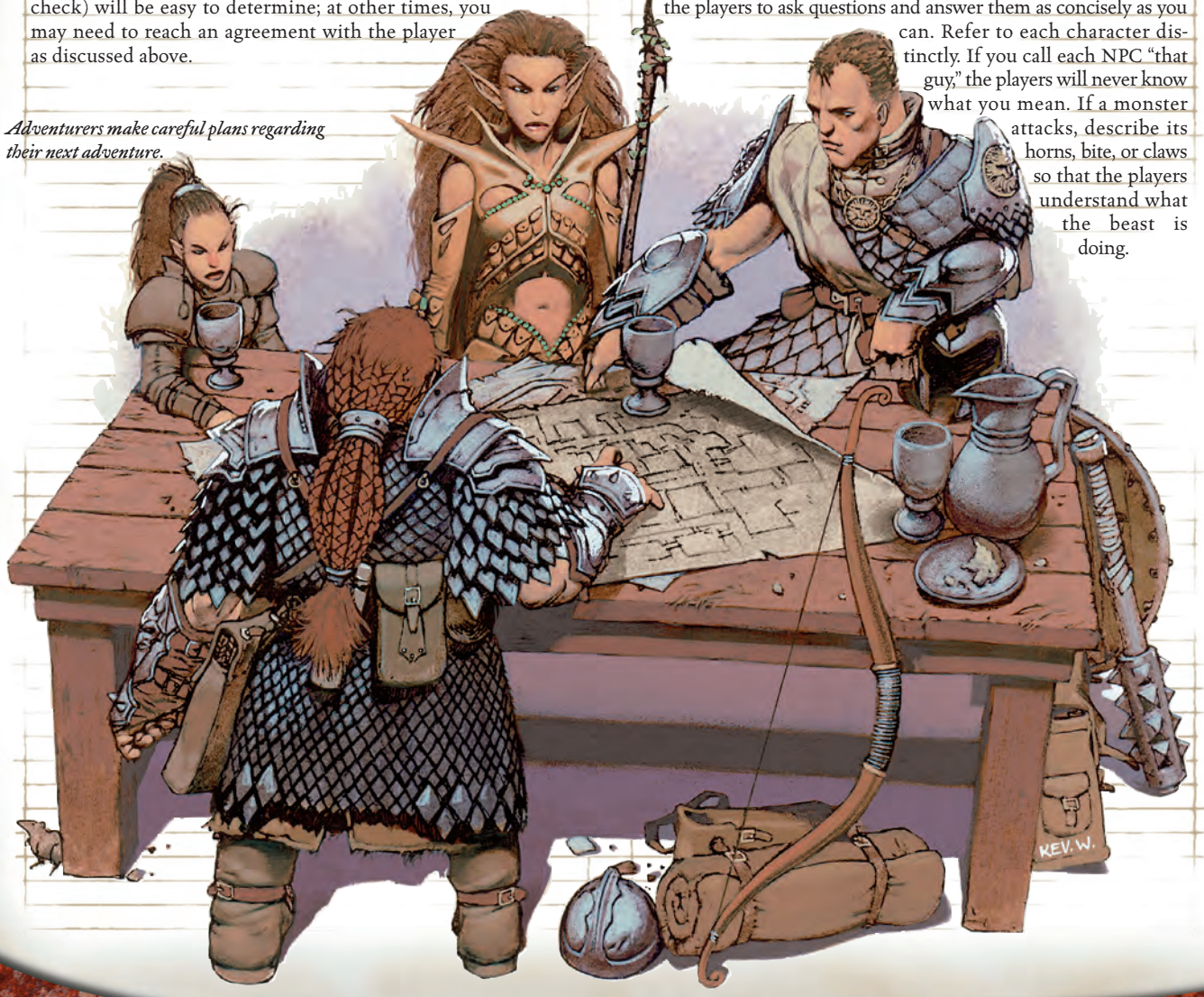
Be as quick—or quicker—to decide what the NPCs do on their turn as the players are when deciding the PCs' actions. To keep things moving, be ready ahead of time with what each given NPC will do. (Since you know ahead of time that the encounter is coming, you can prepare better than the players can.) Jot down NPC strategies alongside their game statistics.

Still, NPCs are people too. Don't let it be obvious to the players that a particular character is "just an NPC," implying that what he does isn't as smart or important as what a PC does. While that might be true, it shouldn't *seem* to be true. In order to make the game world seem real, the people who populate it should act real.

DESCRIBING THE ACTION

The players take all their cues from you. If you describe something incompletely or poorly, the players have no chance of understanding what's going on in the game world. While this is important all the time that you're running a game, it's crucial that you do it well during combats.

Your descriptions of each action that occurs, the locations of all important objects and participants, and the general environment are all crucial to the players' abilities to make intelligent decisions for their characters. Thus, you need to be clear about everything. Allow the players to ask questions and answer them as concisely as you can. Refer to each character distinctly. If you call each NPC "that guy," the players will never know what you mean. If a monster attacks, describe its horns, bite, or claws so that the players understand what the beast is doing.



Adventurers make careful plans regarding their next adventure.

Illus. by K. Walker

If the players do not seem to have understood something you said, say it again. Sometimes important points are lost among lots of new description. Don't be afraid to repeat that a great deal of heat comes up from the grate, or each time the dragonne moves, the ceiling rumbles and dust shakes down onto the floor. The worst that can happen is that players are reminded how important the statement is, and they will act accordingly.

When a character moves, add background. Say "The manticore moves away from the opening in the far wall, where the foul smell seems to originate," or "The barbarian steps even closer to the pit," or "The roper slides slowly across the uneven floor." When a character uses an object, describe the object. "The warrior slashes you with his wavy-bladed dagger" is much better than "He hits you for 3 points of damage."

The tone of your descriptions controls the flow of an encounter and the mood that the encounter projects over the entire group. If you speak quickly and intently, this lends intensity to the action. If your words are frantic, they will make the mood of the scene seem urgent and desperate.

Sometimes it's effective to add a little pantomime to your descriptions. If a PC's opponent raises his huge two-handed sword above his head to attack the character, raise your hands as if you are grasping the sword's hilt. When someone takes a terrible hit in battle, flinch or recoil with a momentary look of mock pain. If the PCs are fighting a giant, stand up when the giant takes his actions, looking down at the seated players.

Sometimes it's hard to avoid saying "You miss. He hits. You take 12 points of damage." And sometimes, that's okay. Long verbal descriptions can get tedious to give and to hear, and the game effects are the important things. However, that's the exception, not the rule. Most of the time, at the very least, make that "He ducks, and slashes with his longsword for 12 points of damage." It is usually better in a descriptive way to talk about dealing damage rather than taking damage. "Its claws rake for 8 points" is at least somewhat interesting, but "You take 8 points" describes nothing.

Remember, too, that an attack that does not deal damage is not always a miss in the ordinary sense of the word. Heavily armored characters may be frequently hit, but their armor protects them. If you say "His short sword glances off your plate armor," this not only describes the action, but makes the player feel good about his choice to spend extra gold on the good armor.

NPC Actions

When an NPC takes a combat action, the players sometimes need to have a clue about what's going on—both in the fictional reality of the game and in terms of the game's mechanics. This means that when a lizardfolk with a crossbow is taking a ready action to cover the area in front of a door, the players should have a pretty good idea that if they move in front of that door, the lizardfolk is going to shoot them.

You need to think about what various actions look like while they're happening. If you were all watching the combat in a movie, what would you see when a character casts a spell or does something else that none of you have ever seen a real person do? Be dramatic, and describe the action fully, but avoid overexplaining, because that will slow down the flow of the action. Be consistent as well, because your words are not just description, they're cues by which the players make game decisions. If the last time someone used the aid another action, you described it as "distracting" and "harrying," use those words again. If that means that pretty soon your players listen to your description and then say, "Ooh, the wizard must be casting a spell," you have accomplished something good—the players have learned your verbal cues to spellcasting. Not only does that allow them to make good decisions based on your descriptions, but it lends believability to the fictional world you are creating.

Here are some vivid descriptions you can use to tell players what's going on when a character takes a certain action.

Action	Description
Charge	"He lunges forward at full speed, eyes full of violence."
Full defense	"He raises his weapon and watches your attacks, attempting to parry each one."
Aid another	"While his ally attacks, he darts in and out of the fight, distracting his foe."
Ready a ranged weapon	"He's got his weapon trained on that area, obviously waiting for something."
Cast a spell	"He moves his hands in a deliberate manner and utters words that sound more like an invocation than a sentence."
Cast a stilled spell	"He speaks a few short words, staring intently."
Cast a quickened spell	"With a word and a flick of his hand, . . ."
Cast a silenced spell	"He does nothing but make a powerful gesture."
Use a special ability	"Without using words or gestures, he calls upon some power within himself, using his great will and inner strength."
Activate a magic item	"He focuses intently on his item, drawing power from it."
Delay	"She's looking around, sizing up the situation, and waiting to react."

Interesting Combats

The spiral pathway rose up to the circular platform where the seventeen magical gems were held in stasis. Below the path, a seething pit of raw, explosive magical energy waited like an open maw. The four adventurers climbed up the path, eager to reach their goal, but suddenly a quasit swooped down from some hidden recess. Tordek drew his axe, knowing that fighting on this narrow path would be difficult and dangerous. He wasn't sure what would happen if one of them fell into that magical energy, but he didn't want to find out.

While any combat can be exciting, you should occasionally have the PCs face opponents in a nontraditional setting. Sometimes mounted combat, or aerial combat, can provide a change of pace, and underwater settings can be interesting as well. A short list of other suggestions appears below.

Factor	Game Effect
Pits, chasms, bridges, and ledges	Characters can attempt to push opponents with a bull rush (see page 154 of the *Player's Handbook*).
Fog	Concealment (20% miss chance) for everyone involved.
giant, spinning gears	Characters must make DC 13 Reflex saves each round or take 6d6 points of slashing or bludgeoning damage.
Steam vents	One random character must make a DC 15 Reflex save each round or take 3d6 points of damage from the heat.
Rising or lowering platforms	Characters can only melee opponents at the same elevation; platforms change elevation every other round.
Ice or other slippery surfaces	Characters must make DC 10 Balance checks each round or fall prone, and then spend a move action to stand.

For more ideas, see The Environment in Chapter 8: Glossary, Chapter 3: Adventures, or take inspiration from an exciting action movie or book.

DETERMINING OUTCOMES

You're the arbiter of everything that happens in the game. Period.

Rolling Dice

Some die rolls, when seen by a player, reveal too much. A player who rolls to see if his character finds a trap and sees that he has rolled very poorly knows that the information you give him as a result of the roll is probably unreliable. ("Nope. No traps down that way, as far as you can tell.") The game is much more interesting when the player of a character trying to hide or move silently does not know whether the character has succeeded.

In cases where the player shouldn't know the die result, you can make the roll, keeping dice behind a screen or otherwise out of sight. While this takes some of the fun of rolling dice away from the players (and let's face it, that really is a part of the fun of the game), it helps you to maintain control over what the player knows and doesn't know.

Consider making checks involving the following skills for the player where he can't see the result: Bluff, Diplomacy, Hide, Listen, Move Silently, Use Rope, Search, and Spot.

Do this on a case-by-case basis. When possible, always let players make the rolls themselves. When it would increase suspense to keep them in the dark, roll the dice yourself.

DCs, ACs, and Saving Throws

Don't tell players what they need to roll to succeed. Don't tell them what all the modifiers are to the roll. Instead, tell the players that keeping track of all those things is your job. Then, when they roll the dice, tell them whether they succeed or fail.

This is important so that players focus on what their characters are doing, not on the numbers. It's also a way to hide sneaky monster tactics or the occasional DM cheat (see below).

DM CHEATING AND PLAYER PERCEPTIONS

Terrible things can happen in the game because the dice just go awry. Everything might be going fine, when suddenly the players have a run of bad luck. A round later, half the party's down for the count and the other half almost certainly can't take on the foes that remain. If everyone dies, the campaign might very well end then and there, and that's bad for everyone. Do you stand by and watch them get slaughtered, or do you "cheat" and have the foes run off, or fudge the die rolls so that the PCs still miraculously win in the end? There are really two issues at hand.

Do you cheat? The answer: The DM really *can't* cheat. You're the umpire, and what you say goes. As such, it's certainly within your rights to sway things one way or another to keep people happy or keep things running smoothly. It's no fun losing a long-term character who gets run over by a cart. A good rule of thumb is that a character shouldn't die in a trivial way because of some fluke of the dice unless he was doing something really stupid at the time.

However, you might not think it's right or even fun unless you obey the same rules the players do. Sometimes the PCs get lucky and kill an NPC you had planned to have around for a long time. By the same token, sometimes things go against the PCs, and disaster may befall them. Both the DM and the players take the bad with the good. That's a perfectly acceptable way to play, and if there's a default method of DMing, that's it.

Just as important an issue, however, is whether the players realize that you bend the rules. Even if you decide that sometimes it's okay to fudge a little to let the characters survive so the game can continue, *don't let the players in on this decision*. It's important to the game that they believe their characters are always in danger. If the players believe, consciously or subconsciously, that you'll never let bad things happen to their characters, they'll change the way they act. With no element of risk, victory will seem less sweet. And if thereafter something bad *does* happen to a character, that player may believe you're out to get him if he feels you saved other players when their characters were in trouble.

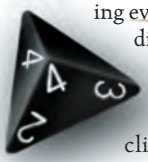
When Bad Things Happen to Good Characters

Characters suffer setbacks, lose magic items, take ability score penalties, lose levels, and die (sometimes repeatedly). Unfortunate events are part of the game, almost as much as success, gaining levels, earning treasure, and attaining greatness. But players don't always take it well when something bad happens to their characters.

Remind players that sometimes bad things happen. Challenges are what the game's all about. Point out that a setback can be turned into an opportunity to succeed later. If a character dies, encourage the other players (perhaps subtly) to have their characters get the dead character raised or resurrected. If doing this is not an option, reassure the player of the dead character that there are lots of opportunities in new character types he hasn't yet tried. A bard somewhere will pen a ballad about the fallen character's heroic demise even as the group welcomes his new PC. The game goes on.

It's rare but possible that an entire party can be wiped out. In such a case, don't let this catastrophe end the whole game. NPC adventurers might find the PCs and have them raised or resurrected, putting the PCs deeply in their debt (an adventure hook if ever there was one). The players can create a temporary party for the purpose of retrieving the bodies of the fallen adventurers for raising or at least honorable burial. Or, everyone can roll up new characters and start anew. Even that's not really so bad—in fact, it's an opportunity for a dramatic change of pace.

ENDING A SESSION

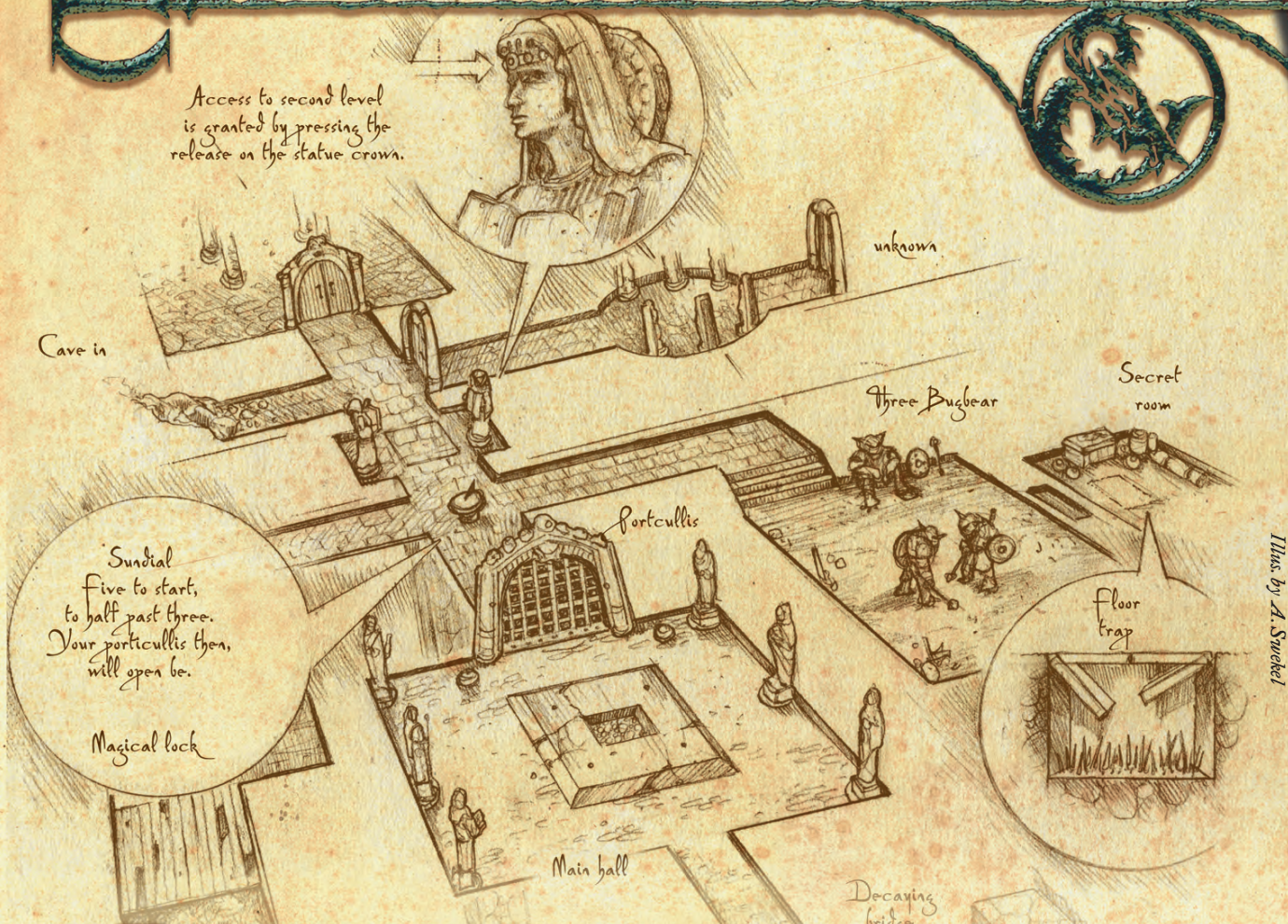


Try not to end a game session in the middle of an encounter. Leaving everything hanging in this way is a terrible note to end on. It's difficult to keep track of information such as initiative order, spell durations, and other round-by-round details between sessions. The only exception to this guideline is when you purposely end a session with a cliffhanger. A cliffhanger ending is one in which the story pauses just as something monumental happens or some surprising turn of events occurs. The purpose is to keep players intrigued and excited until the next session.

If someone was missing from a session and you had his character leave the party for a while, make sure that there's a way to work his character back in when he returns. Sometimes a cliffhanger can serve this purpose—the PC comes racing into the thick of things like the cavalry to help his beleaguered friends.

Allow some time (a few minutes will do) at the end of play to have everyone discuss the events of the session. Listen to their reactions so you can learn more of what they like and don't like. Reinforce what you thought were good decisions and smart actions on their parts (unless such information gives too much away for the adventure). Always end the session on a positive note.

You may want to award experience points at the end of each session, or you might wait until the end of each adventure. That's up to you. However, the standard procedure is to give them out at the end of each session, so players whose characters go up a level have time to choose new spells, buy skills, and take care of other details related to level advancement.



This chapter covers the rules you need to play the Dungeons & Dragons game, from the moment the characters enter the dungeon to the end of the session, when they tally up their experience points.

More Movement Rules

The *Player's Handbook* covers tactical and overland movement for Small and Medium creatures either traveling across the ground, or using skills such as Climb, Jump, and Swim. This section of the rules expands on that information to include creatures smaller than Small and larger than Medium and also discusses flying movement.

Movement and the Grid

While this is a game of imagination, props and visual aids can help everyone imagine the same thing, avoid confusion, and enhance the entire game play experience.

In a round-by-round simulation, particularly when you are using miniatures, movement will sometimes feel choppy. If a character runs across a room so large that it takes him 2 rounds to do so, it might seem as though he runs halfway, stops, and then runs the rest of the way a little later. Although there's no way to avoid representing movement in a start-stop-start-stop fashion, try to keep in mind—and emphasize to the players—that all movement during an encounter is actually fluid and continuous.

Movement and Position

Few characters in a fight are likely to stand still for long. Enemies appear and charge the party; the adventurers reply, advancing to take on new foes after they down their first opponents. Wizards circle the fight, looking for the best place to use their magic; rogues quietly skirt the fracas, seeking a straggler or an unwary opponent to strike with a sneak attack. With all this tactical maneuvering going on, some way to represent character location within a defined scale can really aid the game.

Handle movement and position by using miniature figures on a grid. Miniatures show where a figure is in relation to others, and the grid makes it clear how far the characters and monsters can move.

Standard Scale

1-inch square = 5 feet
30mm figure = human-size creature

Scale and Squares

The standard unit for tactical maps is the 5-foot square. This unit is useful for miniatures and for drawing dungeon maps, which are usually created on graph paper.

In a fight, each Small or Medium character occupies a single 5-foot square. Larger creatures take up more squares, and several smaller creatures fit in a square. See Table 8–4: Creature Size and Scale, page 149 of the *Player's Handbook*.

Diagonal Movement

When moving diagonally on a grid, the first square moved counts as 5 feet of movement, but the second diagonal move counts as 10 feet. This pattern of 5 feet and then 10 feet continues as long as the character moves diagonally, even if some straight movement through squares separates the diagonal moves. For example, a character moves 1 square diagonally

(5 feet), then 3 squares straight (15 feet), and then another square diagonally (10 feet) for a total movement of 30 feet.

Armor and Encumbrance

The *Player's Handbook* explains the effect of armor and encumbrance on creatures with base speeds of 20 feet or 30 feet. The table below provides reduced speed figures for all base speeds from 20 feet to 100 feet (in 10-foot increments).

Base Speed	Reduced Speed	Base Speed	Reduced Speed
20 ft.	15 ft.	70 ft.	50 ft.
30 ft.	20 ft.	80 ft.	55 ft.
40 ft.	30 ft.	90 ft.	60 ft.
50 ft.	35 ft.	100 ft.	70 ft.
60 ft.	40 ft.		

MOVING IN THREE DIMENSIONS

Not every creature gets around by walking and running. A shark, even though it moves by swimming, can take a run action to swim faster. A character under the influence of a *fly* spell can make a flying charge. A climbing thief can use part of his speed to climb down a short wall and then use the remainder to hustle toward a foe. Use the movement rules to apply to any sort of movement, not just when traveling across a flat surface.

Tactical Aerial Movement

The elf barbarian mounted on the giant eagle swoops over the group of mind flayers, launching arrows from his bow. One of the mind flayers wears *winged boots* and takes to the air to better confront the elf. Once movement becomes three-dimensional and involves turning in midair and maintaining a minimum velocity to stay aloft, it gets more complicated.

Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability, as shown on Table 2–1: Maneuverability. The entries on Table 2–1 are defined below.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Move Backward: The ability to move backward without turning around.

Reverse: A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average maneuverability can use some of its speed to turn in place.

Maximum Turn: How much the creature can turn in any one space.

Up Angle: The angle at which the creature can climb.

Up Speed: How fast the creature can climb.

Down Angle: The angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

EVASION AND PURSUIT

In round-by-round movement, simply counting off squares, it's impossible for a slow character to get away from a determined fast character without mitigating circumstances. Likewise, it's no problem for a fast character to get away from a slower one.

When the speeds of the two concerned characters are equal, there's a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

MOVING AROUND IN SQUARES

The characters are all within a corridor only 5 feet wide. A fighter stands at the end of the corridor, at a dead end. He's been poisoned and is dying. The cleric wants to get at the fighter to help, but two other characters are between them. Thus, there's no way for the cleric to get next to the fighter and cast *neutralize poison*. You can rule that it's okay for the cleric to squeeze past the characters who are in the way, cast the spell, and then move back to where he previously stood.

In general, when the characters aren't engaged in round-by-round combat, they should be able to move anywhere and in any manner that you can imagine real people could. A 5-foot square, for instance, can hold several characters; they just can't all fight effectively in that small space. The rules for movement of miniatures are important for combat, but outside combat they can impose unnecessary hindrances on character activities.

Table 2–1: Maneuverability

	Maneuverability and Example Creature				
	Perfect (Will-o'-wisp)	Good (Beholder)	Average (Gargoyle)	Poor (Wyvern)	Clumsy (Manticore)
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	–5 ft.	No	No	No
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in place	Any	+90°/–5 ft.	+45°/–5 ft.	No	No
Maximum turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0	0	5 ft.	10 ft.	20 ft.

BONUS TYPES

Many racial abilities, class features, spells, and magic items offer bonuses on attack rolls, damage rolls, saving throws, Armor Class, ability scores, or skill checks. These bonuses are classified by type, and each type is briefly described below.

Bonuses of different types always stack. So a *cloak of resistance +1* (adds a resistance bonus on saving throws) works with a paladin's bonus on saving throws from the divine grace class feature. Identical types of bonuses do not stack, so a *+3 longsword* (+3 enhancement bonus for a +3 to attack, +3 to damage) would not be affected by a *magic weapon* spell that grants a weapon a +1 enhancement bonus on attack and damage rolls.

Different named bonus types all stack, but usually a named bonus does not stack with another bonus of the same name, except for dodge bonuses and some circumstance bonuses.

Alchemical: An alchemical bonus represents the benefit from a chemical compound, usually one ingested prior to receiving the bonus. Antitoxin, for example, provides a +5 alchemical bonus on Fortitude saving throws against poison.

Armor: This is the bonus that nonmagical armor gives a character. A spell that gives an armor bonus typically creates an invisible, tangible field of force around the affected character.

Circumstance: This is a bonus or penalty based on situational factors, which may apply either to a check or the DC for that check. Circumstance modifiers stack with each other, unless they arise from essentially the same circumstance.

Competence: When a character has a competence bonus, he actually gets better at what he's doing, such as with the *guidance* spell.

Deflection: A deflection bonus increases a character's AC by making attacks veer off, such as with the *shield of faith* spell.

Dodge: A dodge bonus enhances a character's ability to get out of the way quickly. Dodge bonuses do stack with other dodge bonuses. Spells and magic items occasionally grant dodge bonuses.

Enhancement: An enhancement bonus represents an increase in the strength or effectiveness of a character's armor or weapon, as with the *magic vestment* and *magic weapon* spells, or a general bonus to an ability score, such as with the *cat's grace* spell.

Inherent: An inherent bonus is a bonus to an ability score that results from powerful magic, such as a *wish* spell. A character is limited to a total inherent bonus of +5 to any ability score.

Insight: An insight bonus makes a character better at what he's doing because he has an almost precognitive knowledge of factors pertinent to the activity, as with the *true strike* spell.

Luck: A luck bonus is a general bonus that represents good fortune, such as from the *divine favor* spell.

Morale: A morale bonus represents the effects of greater hope, courage, and determination, such as from the *bless* spell.

Natural Armor: A natural armor bonus is the type of bonus that many monsters get because of their tough or scaly hides. An enhancement to natural armor bonus bestowed by a spell (such as *barkskin*) indicates that the subject's skin has become tougher.

Profane: A profane bonus represents the power of evil, such as granted by the *desecrate* spell.

Racial: Creatures gain racial bonuses—usually to skill checks—based on the kind of creature they are. Eagles receive a +8 racial bonus on Spot checks, for example.

Resistance: A resistance bonus is a general bonus against magic or harm. Resistance bonuses almost always affect saving throws.

Sacred: The opposite of a profane bonus, a sacred bonus relates to the power of good, such as granted by the *consecrate* spell.

Shield: Much like an armor bonus, a shield bonus to AC represents the protection a nonmagical shield affords. A spell that gives a shield bonus usually represents an invisible, tangible shield of force that moves to protect the character.

Size: When a character gets bigger (such as through the effect of an *enlarge person* spell), his Strength increases (as might his Constitution). That's a size bonus.

COMBAT

The brave party of adventurers smashes through the wooden door and into an ambush of bloodthirsty hobgoblins with spears and rusted blades. The trio of knights charges through the forest on their gallant mounts, their lances plunging into the scaly flesh of the horrible hydra that waits near the river's edge. The dragon takes to the air and chases the elf lord and his retinue, jaws snapping behind them as they run in terror.

Combat is a big part of what makes the D&D game exciting. There are few better ways to test your mettle against your foes than in pitched battle. Your most important job as DM is running combats—making things move quickly and smoothly, and adjudicating what happens during each round of the action.

LINE OF SIGHT

Line of sight establishes whether a particular character can see something else represented on the grid. When using a grid, draw an imaginary line (or use a ruler or a piece of string) from the square the character is in to the object in question. If nothing blocks this line, the character has line of sight (and can thus see it to cast a spell on it, target it with a bow, and so forth). If the object in question is actually another creature, measure line of sight from the square the character is in to the square that the creature occupies. If a character can see a portion of a large creature that occupies more than one square, he can target that creature for a spell or any other attack.

If line of sight is completely blocked, a character can't cast spells or use ranged weapons against the target. If it's partially blocked, such as by the corner of a building, spells work normally but the target's AC increases due to the cover.

BEHIND THE CURTAIN: STACKING BONUSES

Keeping track of the different types of bonuses a character gets from different sources may seem like a real bother. There are good reasons to do this, however.

Balance: The main reason to keep track of what stacks and what doesn't stack is to keep total bonuses from getting out of hand. If a character wears a *belt of giant strength,* it's unbalancing to allow the cleric to cast *bull's strength* on him as well and allow both bonuses to add up. Likewise, a character with *mage armor,* magic plate armor, a *ring of protection,* and a *divine favor* spell would be unbalanced if all his bonuses were cumulative. Stacking restrictions keep the game within manageable limits, while still allowing characters to benefit from multiple magic items. For instance, note that some of the items from the previous example—the magic plate armor, the ring, and the *divine favor* spell, for example—could work together, because they provide bonuses of different types.

Consistency and Logic: The system of bonus types provides a way to make sense out of what can work together and what can't. At some point, when adding types of protection together, a reasonable player realizes that some protections are just redundant. This system logically portrays how it all makes sense together.

Encouraging Good Play: Categorizing bonuses by type allows players to put together suites of effects that do work in conjunction in a consistent manner—encouraging smart play rather than pile-it-on play.

STARTING AN ENCOUNTER

An encounter can begin in one of three situations.

- One side becomes aware of the other and thus can act first.
- Both sides become aware of each other at the same time.
- Some, but not all, creatures on one or both sides become aware of the other side.

When you decide that it is possible for either side to become aware of the other, use Spot checks, Listen checks, sight ranges, and so on to determine which of the three above cases comes into play. Although it's good to give characters some chance to detect a coming encounter, ultimately it's you who decides when the first round begins and where each side is when it does.

One Side Aware First: In this case, you determine how much time the aware side has before the unaware side can react. Sometimes, the unaware side has no time to do anything before the aware side gets a chance to interact. If so, the character or party that is aware gets to take a standard action before initiative is rolled, while the unaware character or party does nothing and is caught flat-footed. During this time, the unaware character or party gains no Dexterity bonus to AC. After this action, both sides make initiative checks to determine the order in which the participants act.

Other times, the aware side has a few rounds to prepare. (If its members see the other side off in the distance, heading their way, for example.) You should track time in rounds at this point to determine how much the aware characters can accomplish. Once the two sides come into contact, the aware characters can take a standard action while the unaware characters do nothing. Keep in mind that if the aware characters alert the unaware side before actual contact is made, then both sides are treated as aware.

Example (*Sudden Awareness*): A kobold sorcerer with darkvision sees a party of adventurers coming down a long hallway. He can see the adventurers, since they've got light, but they can't see him because he's out of the range of their illumination. The sorcerer gets a standard action and casts *lightning bolt* at the party. Caught unaware, the party can do nothing but roll

Illus. by S. Wood

VARIANT: ROLL INITIATIVE EACH ROUND

Some players find combat more fun if they get to roll initiative every round rather than rolling once at the beginning of the encounter. Rather than determining a sequence of actions for each round at the beginning of an encounter, the players and DM reroll for all combatants, determining a different sequence at the start of each new round. The goal is to give the combat a feeling of shifting variability.

Ultimately, this variant rule doesn't change things much. You'll find that it slows down play, because a new sequence of activity will need to be determined each round—more die rolling, more calculation, more organizing time. It doesn't change spell durations, or how various combat actions work. Effects that last until the character's next action still operate that way. The difference is that it's possible for someone to take an action at the end of one round (such as a charge attack) that puts him at a penalty until his next action, and then to roll well in the next round so that he goes first and the penalty has no effect. This means that sometimes it can be beneficial to roll low for initiative in a round.

And consider this case: A wizard wants to cast a spell unhindered by the oncoming monk who rushes toward him. He knows that if the monk reaches him, it will be difficult to cast a spell without drawing an attack of opportunity from him. He thinks to himself that his actions will depend on whether he wins initiative in this round (you need to keep this sort of change in approach in mind if you use this variant). Meanwhile, the monk wants to reach the wizard and use his stunning attack to keep him from casting spells. They roll initiative, and the wizard wins, casting a spell on the monk (but the monk saves and isn't affected). The monk runs forward and stuns the wizard, a condition that lasts until the monk's next action. In the next round, the monk wins initiative again, and attacks but misses. Now the wizard casts another spell—but because he lost initiative in this round, and acted after the monk's action, the fact that he was stunned hardly hindered him at all.

If you roll initiative each round, taking a readied action later in the same round or delaying an action until later in the same round gives you a cumulative –2 penalty on later initiative rolls. (The first time you do this causes a –2 penalty; if you take a readied action later in the same round or delay an action until later in the same round again during the current combat, the penalty becomes –4, and so on.) Taking a readied action in the next round or delaying until the next round carries no penalty, but you get no other action that round.

Even if you normally use a single set of initiative rolls for the whole combat, some turn of events could make it worthwhile to reroll initiative. For example, the PCs are fighting a drow wizard using *greater invisibility*. It's a climactic encounter with the survival of the party hinging on it. The drow, on his turn, walks within 30 feet of Jozan, who has cast *invisibility purge*. Suddenly, the drow is visible. Under normal initiative rules, whoever happens to act next would be able to attack the newly visible drow. Aside from game mechanics, there's no good reason to let that character act first. Additionally, everyone else will get one turn before the drow gets to act again. Instead of following the previous order, you can call for everyone—the drow included—to roll initiative again to see how fast each character reacts to the new condition (the drow becoming visible).

saving throws. Once the damage from the spell is assessed, both sides roll initiative.

Example (Time to Prepare): Jozan the cleric hears the sounds of creatures moving beyond a door in a dungeon. He also hears some voices, and determines that the creatures are speaking Orc. He figures that they don't know he's there. He takes the time to cast *bless* and *shield of faith* on himself before opening the door and using a standard action to cast *hold person* on the first foe he sees. He can cast the *hold person* spell before anyone makes an initiative check, unless the orcs heard him casting *bless* or *shield of faith* in the previous 2 rounds, in which case they become aware, Jozan doesn't get the action that enabled him to cast *hold person*, and he'd better hope he gets the higher result on his initiative check.

Both Sides Aware at the Same Time: If both sides are aware at the same time and can interact, both should roll initiative and resolve actions normally.

If each side becomes aware of the other but cannot interact immediately, track time in rounds, giving both sides the same amount of time in full rounds, until the two sides can begin to interact.

Example (Both Aware and Can Interact Immediately): A party of adventurers burst into a dungeon room full of orcs, and neither knew of the other ahead of time. All are equally surprised and equally flat-footed. Initiative is rolled, reflecting that those characters with better reflexes act quicker in such situations.

Example (Both Aware but Cannot Interact Immediately): A party of adventurers comes along a dungeon corridor and hears the laughter of orcs beyond the door ahead. Meanwhile, the orc lookout sees the adventures through a peephole in the door and warns his comrades. The door is closed, so no direct interaction is possible yet. Jozan casts *bless*. Lidda drinks a potion. Tordek and Mialee move up to the door. At the same time, the orcs move into position, and one uses a *ring of invisibility* to hide. The DM records the passage of 1 round. The adventurers arrange themselves around the door and make a quick plan. The orcs turn over tables and nock arrows in their shortbows. The DM tracks another round. The fighter opens the door, and the DM calls for an initiative check from all. The third round begins, this time with the order of actions being important (and dictated by the initiative check results).

Some Creatures on One or Both Sides Aware: In this case, only the creatures that are aware can act. These creatures can take standard actions before the main action starts.

Example: Soveliss is scouting ahead. He and a gargoyle spot each other simultaneously, but the rest of Soveliss' party doesn't see the monster (though they are close enough to hear any fighting). Soveliss and the gargoyle each get standard actions, and then normal combat starts. Soveliss and the gargoyle roll initiative before taking their actions, and everyone else rolls initiative after those actions are concluded.

The Surprise Round

When only one side is aware of the other, the DM runs the first round of combat as a surprise round. In this round, each character gets only a standard action. Only those aware of the other side can take any action at all. This rule reflects the fact that even when a combatant is prepared, some amount of time is spent assessing the situation, and thus only standard actions are allowed to begin with.

This rule makes initiative have less of an impact, since it is in the first round when initiative matters most. Even if a warrior gets the jump on an opponent, at best he can make a single attack against a foe before that foe can react.

NEW COMBATANTS

The adventurers are fighting for their lives against a group of trolls intent on throwing them into a dank pit to feed to the dragon that

VARIANT: SAPIENT MOUNTS

A paladin's mount is as smart as some characters. Giant eagles, giant owls, and pegasi are all highly intelligent. When such creatures are part of the action, you have two choices.

- You can force the mount to act on its rider's initiative, just like mounts of animal intelligence. This means that mount and rider act, essentially, simultaneously.
- You can ask the player to make a separate initiative check for the mount. This means the mount moves and attacks at its own place in the initiative order, reinforcing its nature as a separate character. However, that may be extremely inconvenient for a rider who is carried away from his opponent! In such cases, of course, the rider can always delay to synchronize his initiative check result with his mount's. Likewise, the mount may choose to delay to coincide its movement with its rider's.

controls this part of the dungeon. Suddenly, in the middle of the fight, a strike team of dwarves wanders into the room where the battle rages. If, in the course of a battle between two sides, some third group enters the battle, they should come into the action in between rounds. The following rules apply to this situation, whether or not the new group is allied with one or more existing side involved in the encounter.

Newcomers Are Aware: If any (or all) of the newcomers are aware of one or both of the sides in a battle, they take their actions before anyone else. In effect, they go first in the initiative sequence. Their initiative check result is considered to be 1 higher than the highest initiative check result among the other participants in the encounter. If differentiation is needed for the actions of the newcomers, they act in order of their Dexterity scores, highest to lowest. The reason for this rule is twofold.

- Since they're aware, but there's no way to get an action ahead of everyone else (because the encounter has already started), they go first to simulate their advantage. This happens whether the other sides are aware of the new side or not.
- Placing the newcomers at the beginning of the round means that those who had the highest initiative check results prior to their arrival are the first characters to have an opportunity to react to them. This is an important advantage for characters with high places in the initiative order.

Newcomers Not Aware: If any or all of the newcomers are not aware of the other sides when they enter the encounter (for example, the PCs stumble unaware into a fight between two monsters in a dungeon), the newcomers still come into play at the beginning of the round, but they roll initiative normally. If one of the other characters involved in the encounter has a higher initiative check result than one or more of the newcomers, that character can react to those newcomers before they get a chance to act (the newcomers are caught flat-footed).

If more than one new group enters an existing encounter at the same time, you must first decide if they are aware of the encounter. Those that are unaware, "stumbling in," roll initiative. Those that are aware act first in the round, in the order of their Dexterity scores, even if they are not in the same group.

Example: A group of powerful adventurers fights a naga in a dungeon room. The naga rolled badly for initiative, and all the adventurers act before it. Between rounds three and four of that battle, three orcs on a random patrol stumble in. At the same time, two more nagas arrive, having been alerted by the sounds of the battle. At the beginning of round four, the two new nagas act in the order of their Dexterity scores. Then the orcs roll for initiative, and the results of their rolls are placed within the normal initiative order for the battle. In this case, poor check results place them dead last, even after the original naga.

Then the adventurers act, able to react either to the flat-footed orcs or to the new naga reinforcements. Then the original naga acts, followed by the orcs (who probably flee from this battle, which is clearly out of their league). This same sequence is used for subsequent rounds of the battle.

KEEPING THINGS MOVING

Initiative dictates the flow of who goes when. It is the tool that the game uses to keep things moving, but ultimately it's you who needs to make sure that happens. Encourage the players to be ready with their actions when each one's turn comes up. Players have less fun if they spend a lot of time sitting at the table waiting for someone else to decide what to do.

Some resourceful players will learn tricks to help you move things along. When attacking, they roll attack and damage dice at once, so that if successful, they can tell you the damage that they deal immediately. If they know that their next action will require a die roll, they'll roll it ahead of time, so that when you ask them what they're going to do, they can tell you immediately. ("I attack with my battleaxe and hit AC 14. If that's good enough, I deal 9 points of damage.") Some DMs like to have players make each roll separately, so you'll have to decide for yourself whether you allow prerolling.

One useful thing you can do is to write down the initiative sequence once it's determined for a given encounter. If you place this information where all the players can see it, each will know when his character's turn is coming and hopefully will be ready to tell you his action when it comes time for him to act. Don't write down the NPCs' places in the initiative sequence, at least not until they have acted once—the players shouldn't know who's going to act before the enemies and who will act after. It's too easy to plan actions around when their opponents act.

Simultaneous Activity

When you play out a combat scene or some other activity for which time is measured in rounds, it can be important to remember that all the PCs' and NPCs' actions are occurring simultaneously. For instance, in one 6-second round, Mialee might be trying to cast a spell at the same time that Lidda is moving in to make a sneak attack.

However, when everyone at the table plays out a combat round, each individual acts in turn according to the initiative count for his character. Obviously, this is necessary, because if every individual took his turn at the same time, mass confusion would result. However, this sequential order of play can occasionally lead to situations when something significant happens to a character at the end of his turn but before other characters have acted in the same round.

For instance, suppose Tordek hustles 15 feet ahead of his friends down a corridor, turns a corner, and hustles another 10 feet down a branching corridor, only to trigger a trap at the end of his turn. In order to maintain the appearance of simultaneous activity, you're within your rights to rule that Tordek doesn't trigger the trap until the end of the round. After all, it takes him some time to get down the corridor, and in an actual real-time situation the other characters who have yet to act in the round would be taking their actions during this same time.

VARIANT: STRIKING THE COVER INSTEAD OF A MISSED TARGET

In ranged combat against a target that has cover, it may be important to know whether the cover was actually struck by an incoming attack that misses the intended target. First, determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. If a creature is providing cover for another character and the attack roll exceeds the AC of the covering creature, the covering creature takes the damage intended for the target.

If the covering creature has a Dexterity bonus to AC or a dodge bonus, and this bonus keeps the covering creature from being hit, then the original target is hit instead. The covering creature has dodged out of the way and didn't provide cover after all. A covering creature can choose not to apply his Dexterity bonus to AC and/or his dodge bonus, if his intent is to try to take the damage in order to keep the covered character from being hit.

COMBAT ACTIONS

A troll with a longspear mounted on a purple worm can reach opponents 4 squares away. Surrounded by enemies, it can guide its mount's attacks against the same foe that it attacks, hoping to take him out of the combat entirely, or it can attack one foe and encourage the worm to bite (and try to swallow) another while it stings a third enemy with its venomous tail. Combat can be a tactical game in and of itself, filled with good and bad decisions.

You need to play each NPC appropriately. A combat-savvy fighter with a fair Intelligence score isn't going to allow his opponents to get attacks of opportunity unless he has to, but a stupid goblin might. A phase spider with an Intelligence of 7 might figure that phasing in behind the dexterous wizard he's fighting is the best course of action (since the wizard blasted him with a *magic missile* spell last round), but an ankheg (Intelligence 1) might not know which character is the biggest threat.

Adjudicating Actions Not Covered

While the combat actions defined in the *Player's Handbook* are numerous and fairly comprehensive, they cannot begin to cover every possible action that a character might want to take. Your job is to make up rules on the spot to handle such things. In general, use the rules for combat actions as guidelines, and apply ability checks, skill checks, and (rarely) saving throws when they are appropriate.

The following are a few examples of ad hoc rules decisions.

- Reinforcements show up to help the bugbears that the adventurers are fighting. Tordek can hear these newcomers attempting to open the door to get in. He races to the door and tries to hold it shut while the others finish off the foes in the room. If it were a normal door, you might call for an opposed Strength check between Tordek and the bugbears pushing on the door. Since the door is already stuck, however, you decide that the bugbears must first push it open and then (if they succeed) make an opposed check against Tordek.
- A monk wants to jump up, grab a chandelier, and swing on it into an enemy. You rule that a DC 13 Dexterity check allows the monk to grab the chandelier and swing. The player asks if the monk can use his Tumble skill, and you let him. Ruling that the swing is somewhat like a charge, you give the monk a +2 bonus on the roll to see if his dramatic swinging attack succeeds.
- A sorcerer readies a spell so that he casts it as soon as he sees a beholder's small eyes shoot rays. (He decides this is the best way for him to determine whether the beholder's antimagic ray is currently active.) That means, however, that the rays need to have actually fired before the spell is cast (the spell can't go before the rays in this case). Still, the sorcerer needs to know if he gets his spell cast before he's struck by the dangerous rays. You rule that if the sorcerer can beat the beholder in an opposed check, he can get the spell off. The sorcerer makes a Wisdom check, and the beholder opposes that with a Dexterity check.

Combat Actions outside Combat

As a general rule, combat actions should only be performed in combat—when you're keeping track of rounds and the players are acting in initiative order. You'll find obvious exceptions to this rule. For example, a cleric doesn't need to roll initiative to cast *cure light wounds* on a friend after the battle's over. Spellcasting and skill use are often used outside combat, and that's fine. Attacks, readied actions, charges, and other actions are meant to simulate combat, however, and are best used within the round structure.

Consider the following situation: Outside combat, Gimble decides to pull a mysterious lever that he has found in a dungeon room. Jozan, standing right next to him, thinks that Gimble's sudden plan is a bad one. Jozan tries to stop him. The best way to handle this situation is by using the combat rules as presented. Gimble and Jozan roll initiative. If Gimble wins, he pulls the lever. If Jozan wins, he grabs Gimble, requiring a melee touch attack (as if starting a grapple). If Jozan hits, Gimble needs to determine whether or not he resists. (Since he is a good friend, grabbing Gimble's arm might be enough to make him stop.) If Gimble keeps trying to pull the lever, use the grapple rules to determine whether Jozan can hold him back.

Adjudicating the Ready Action

The ready action is particularly open-ended and requires that you make the players using it be as specific as possible about what their characters are doing. If a character readies a spell so that it will be cast when a foe comes at him, the player needs to specify the exact spell—and you're justified in making the player identify a specific foe, either one that the character is currently aware of or one that might come at him from a certain direction.

If a character specifies a readied action and then decides not to perform the action when the conditions are met, the standard rule is that the character can keep his action readied. Because combat is often confusing and fast, however, you're within your rights to

VARIANT: AUTOMATIC HITS AND MISSES

The *Player's Handbook* says that an attack roll of natural 1 (the d20 comes up 1) is always a miss. A natural 20 (the d20 comes up 20) is always a hit.

This rule means that the lowliest kobold can strike the most magically protected, armored, dexterous character on a roll of 20. It also means that regardless of a warrior's training, experience, and magical assistance, he still misses a given foe at least 5% of the time.

A different way to handle this is to say that a natural 1 is treated as a roll of –10. Someone with an attack bonus of +6 nets a –4 result, which can't hit anything. Someone with a +23 attack bonus rolling a 1 would hit AC 13 or lower. At the other extreme, a natural 20 is treated as a roll of 30. Even someone with a –2 attack penalty would hit AC 28 with such a roll.

VARIANT: DEFENSE ROLL

More randomness can sometimes eliminate the foregone conclusion of a high-level character who always hits, or a low-level one who never has a chance. A good way to introduce this randomness is to allow (or force) characters to make defense rolls. Every time a character is attacked, rather than just using his never-changing, static AC, he makes a d20 roll and adds it to all his AC modifiers. Every attack becomes an opposed roll, with attacker and defender matching their modified rolls against one another. (One way to look at it is that without the defense roll, characters are "taking 10" on the roll each round, and thus are using a base of 10 for Armor Class.)

The defense roll can be expressed like this:

1d20 + (AC – 10)

For example, a paladin attacks an evil fighter. The paladin rolls a 13 and adds his attack bonus of +10 for a result of 23. The fighter makes his defense roll and gets a 9. He adds his defensive bonuses (all the things that modify AC, including armor), which amount to +11. The fighter's result is 20, less than 23, so the paladin hits.

This variant rule really comes in handy at high levels, where high-level fighters always hit with their primary attacks, and other characters rarely do. Unfortunately, it can slow down play, almost doubling the number of rolls in any given combat. A compromise might be to have each defender make a defense roll once in a round, using that same total for all attacks made against him in that round.

make it a little harder on the character who readies an action and doesn't take that action when the opportunity presents itself. You have two options.

- Allow the character to forgo the action at the expense of losing the readied action.
- Allow the character to attempt a DC 15 Wisdom check to avoid taking the readied action. Thus, if a character covers a door with a crossbow, he can make a Wisdom check to keep from firing the crossbow when his friend comes through the door. A successful check means that he doesn't fire at his friend, and is still ready to shoot the ghoul chasing the friend. A failure means he completes the action he readied and shoots the first creature through the door—his friend.

Smart players are going to learn that being specific is often better than making a general statement. If a character is covering a door with a crossbow, he might say, "I shoot the first enemy that comes through the door." Although players can benefit from being specific, you should decide if a certain set of conditions is too specific. "I cover the door with my crossbow so that I shoot the first unwounded ghoul that comes through" might be too specific, because it's not necessarily easy to tell an unwounded ghoul from a wounded one, especially when the judgment must be made in an instant. Ultimately, it's your call.

Don't allow players to use the ready action outside combat. While the above examples are all acceptable in the middle of an encounter, a player cannot use the ready action to cover a door with his crossbow outside combat. It's okay for a player to state that he's covering the door, but what that means is that if something comes through the door he's unlikely to be caught unaware. If the character coming through the door wasn't aware of him, he gets an extra standard action because he surprised the other character, and so he can shoot the weapon. Otherwise, he still needs to roll initiative for his character normally.

ATTACK ROLLS

Rolling a d20 to see if an attack hits is the bread and butter of combat encounters. It's almost certainly the most common die roll in any campaign. Because of that, these rolls run the risk of becoming boring. When a roll as exciting and important as one that determines success or failure in combat becomes dull, you've got to do something about it.

Attack rolls can be boring if a player thinks that hitting is a foregone conclusion or that his character has no chance to hit. One way that the rules address this potential problem is by providing decreasing attack bonuses for multiple attacks. Even if a character's primary attack always hits whatever he fights, that's not true of his secondary or tertiary attacks.

One thing that can keep attack rolls from becoming humdrum is good visual description. It's not just "a hit," it's a slice across the dragon's neck, bringing forth a gout of foul, draconic ichor. See below for more advice on description.

Critical Hits

When someone gets a 20 on an attack roll, you should be sure to point out that this is a threat, not a critical hit. Calling it a critical hit raises expectations that might be dashed by the actual critical roll. When a critical hit is achieved, a vital spot on the creature was hit. This is an opportunity for you to give the players some vivid description to keep the excitement high: "The mace blow hits the orc squarely on the side of the head. He lets out a groan, and his knees buckle from the impact."

Certain creatures are immune to critical hits because they do not have vital organs, points of weakness, or differentiation from one portion of the body to another. A stone golem is a solid, human-shaped mass of rock. A ghost is all insubstantial vapor. A gray ooze has no front, no back, and no middle.

DAMAGE

Since combat is a big part of the game, handling damage is a big part of being the DM.

Nonlethal Damage

When running a combat, make sure that you describe nonlethal and lethal damage differently. The distinction should be clear—both in the players' imaginations and on their character sheets.

Use nonlethal damage to your advantage. It is an invaluable tool if your adventure plans involve the PCs' capture or defeat, but you don't want to risk killing them. However, if the PCs' opponents are dealing nonlethal damage more often than not, the players begin to lose any feeling of their characters being threatened. Use nonlethal damage sparingly, but to good effect.

Players, in general, hate for their characters to be captured. When your NPCs start dealing nonlethal damage to the characters, the players may actually get more worried than if they were taking lethal damage!

BEHIND THE CURTAIN: CRITICAL HITS

Critical hits are in the game to add moments of particular excitement. Critical hits, however, are deadly. The PCs, over the course of a single game session, let alone a campaign, are subject to many more attack rolls than any given NPC. That makes sense, since the PCs are in every battle, and most NPCs are in just one (the one in which the PCs defeat them, usually). Thus, more critical hits are going to be dealt upon any single PC than any single NPC (and the NPC was probably not going to survive the encounter anyway). Any given PC is more likely to survive an encounter—but a critical hit against the character can change all that. Be aware of this potential, and decide how you want to deal with it ahead of time.

The reason that critical hits multiply all damage, rather than just the die roll, is so that they remain significant at high levels. When a high-level fighter adds +5 to his damage roll from magic and +10 from his magically enhanced strength, the result of the 1d8 damage roll from his longsword becomes trivial, even if doubled by a critical hit. Multiplying all damage, the roll and the bonuses, makes critical hits particularly dangerous. In fact, they can completely determine the course of a battle if one or two are dealt. That's why they make the game both more interesting and more uncontrollable.

Remember, a critical hit feels like a lot of damage, but the difference between a double-damage critical hit and a normal hit is no greater than the difference between a miss and a hit. Taking a triple-damage critical hit, however, is like getting hit an extra two times, and taking a quadruple-damage critical hit is like getting hit an extra three times.

The weapons in the *Player's Handbook* are balanced with the following idea in mind: Good weapons that deal triple-damage critical hits do so only on a 20. Good weapons that deal double-damage critical hits do so on a 19–20. Axes are big and heavy. They're somewhat difficult to use efficiently, but when one does, the effect is devastating. An executioner uses an axe for this reason. Swords, on the other hand, are more precise—sword wielders get in decisive strikes more often, but they're not as crushing as those dealt by axes. A few other factors are considered as well (reach, the ability to use a weapon as a ranged weapon, and more), but for the most part, this is the basic rule of thumb. Thus, it would be a mistake to add to the weapon list some new weapon that dealt triple-damage critical hits on a 19–20. (Results such as this might be possible through magic or feats, but should not be a basic quality of any weapon.)

VARIANT: CLOBBERED

Ultimately, damage doesn't matter until a character is unconscious or dead. It has no effect while he's up and fighting. It's easy to imagine, however, that he could be hit so hard that he's clobbered, but not knocked unconscious or dead.

Using this variant, if a character takes half his current hit points in damage from a single blow, he is clobbered. On his next turn, he can take only a standard action, and after that turn he is no longer clobbered.

This variant will often lead to slightly faster fights, since taking damage would somewhat reduce the ability to deal damage. It would also increase randomness by increasing the significance of dealing substantial but less than lethal damage. It would also make hit points more important; clerics would want to cure fighters long before fighters are at risk of dying, because they might be at risk of being clobbered. Finally, it may be easier for a superior combatant to get unlucky. That fact could hurt PCs more than NPCs in the long run.

VARIANT: MASSIVE DAMAGE BASED ON SIZE

If a creature takes 50 points of damage or more from a single attack, he must make a Fortitude save or die. This rule exists primarily as a nod toward realism in the abstract system of hit point loss. As an extra touch of realism, you can vary the massive damage threshold by size, so that each size category larger or smaller than Medium raises or lowers the threshold by 10 hit points. This variant hurts halfling and gnome PCs, familiars, and some animal companions. It generally favors monsters.

Size	F	D	T	S	M	L	H	G	C
Damage	10	20	30	40	50	60	70	80	90

VARIANT: DAMAGE TO SPECIFIC AREAS

Sometimes, despite the abstract nature of combat, you're going to want to apply damage to specific parts of the body, such as when a character's hands are thrust into flames, when he steps on caltrops, or when he peeks through a hole in the wall and someone shoots an arrow into the hole from the other side. (This situation comes up most frequently with devious traps meant to chop at feet, smash fingers, or the like.)

When a specific body part takes damage, you can apply a –2 penalty to any action that the character undertakes using that portion of his body. For example, if a character's fingers get slashed, he makes attacks rolls with a weapon in that hand at –2 and he takes a –2 penalty on skill checks involving the use of his hands. If a character steps on a caltrop, he takes a –2 penalty on skill checks involving the use of his feet (in addition to the effects described in the *Player's Handbook*).

Chapter 8 of this book defines some effects of damage to specific body parts, such as what happens when a character is blinded or deafened. In addition to that information, use the table below as a guide to what rolls are modified by injuries to what body parts.

This penalty lasts until the character heals, either magically or by resting. For a minor wound, such as stepping on a caltrop, a DC 15 Heal check, 1 point of magical healing, or a day of rest removes the penalties.

You can allow a character to make a Fortitude save (DC 10 + damage taken) to "tough it out" and ignore the penalty. Also, these penalties shouldn't stack—two hand injuries should not impose a –4 penalty.

Location	Damage Affects:
Hand	Climb, Craft, Disable Device, Escape Artist, Forgery, Heal, Open Lock, Sleight of Hand, and Use Rope checks; attack rolls.
Arm	Climb and Swim checks; attack rolls; Strength checks.
Head	All attack rolls, saves, and checks.
One eye	Appraise, Craft, Decipher Script, Disable Device, Forgery, Open Lock, Search, Sense Motive, Spellcraft, and Spot checks; Survival checks (for tracking); initiative checks; Dexterity checks; ranged attack rolls; Reflex saving throws. Severe damage to both eyes causes a character to become blinded.
One ear	Listen checks; initiative checks. Severe damage to both ears causes a character to become deafened.
Foot/Leg	Balance, Climb, Jump, Move Silently, Ride, Swim, and Tumble checks; Reflex saving throws; Dexterity checks.

VARIANT: WEAPON EQUIVALENCIES

The party slays a drider armed with magic short swords. The party's halfling rogue is delighted. Even the party's human ranger wants one of the swords. As DM, you gently remind them that while they are short swords, they are Large weapons (see Weapon Categories on page 112 of the *Player's Handbook*). The human ranger can use one of them as a one-handed weapon at a –2 penalty, and the halfling rogue can use one as a two-handed weapon at a –4 penalty.

The rules on weapon categories are based on the idea that most weapons do not look like smaller or larger versions of other weapons, nor are they used in the same fashion. The shape of a longsword reflects its primary use; it is not simply a big dagger. This variant suggests weapon equivalencies for DMs who wish to offer their players more utility from monster weapons. If a weapon has an equivalent, a character proficient in the equivalent can use the weapon with no penalty.

On the table below, find the Medium weapon in question in the left column and then read across to the size of the creature in question. For instance, a Medium battleaxe is equivalent in this system to a Large handaxe. Alternatively, find the size of the wielder and read down the column until you find its weapon. The weapon column then shows what is equivalent for a Medium character. For example, a Large battleaxe is equivalent in this system to a Medium greataxe.

Weapon Equivalencies

Medium	Size of Equivalent Weapon		
Weapon	Tiny	Small	Large
Battleaxe	—	Greataxe	Handaxe
Club	—	Greatclub	Sap*
Dagger	Longsword	Short sword	—
Dart	Spear	Shortspear	—
Flail, heavy	—	—	Flail, light
Flail, light	—	Flail, heavy	—
Greataxe	—	—	Battleaxe
Greatclub	—	—	Club
Greatsword	—	—	Longsword
Handaxe	Greataxe	Battleaxe	—
Longsword	—	Greatsword	Shortsword
Mace, heavy	—	—	Mace, light
Mace, light	—	Mace, heavy	—
Pick, heavy	—	—	Pick, light
Pick, light	—	Pick, heavy	—
Shortspear	—	Spear	Dart
Short sword	Greatsword	Longsword	Dagger
Spear	—	—	Shortspear

* A sap deals nonlethal damage.

You can rule that certain damaging effects deal nonlethal damage when it seems appropriate. For example, a variant rule given in Chapter 8 (page 303) states that you can make the first 1d6 of falling damage nonlethal damage. You can do so on a case-by-case basis if you wish. If a villager throws a rock at a knight, that also might be nonlethal damage. Certain types of damage, however, should never be nonlethal damage—puncturing wounds and most damage from energy attacks, such as fire.

EFFECT OF WEAPON SIZE

When weapons change size, many other factors change at the same time. The *Player's Handbook* discusses the effect of size on weight and cost. According to Weapon Qualities on page 114 of that book, costs given are for Small and Medium versions of the weapons. Large versions cost twice as much. The same section says to halve the given weight for Small versions, and double it for Large versions.

To calculate the damage a larger- or smaller-than-normal weapon deals, first determine how many size categories it changes from Medium. A longsword (normally Medium, commonly used by Medium beings) in the hand of a Huge cloud giant increases two size categories. For each category change, consult the accompanying tables, finding the weapon's original damage in the left column and reading across to the right to find its new damage.

Table 2–2: Increasing Weapon Damage by Size

Medium	Number of Size Categories Increased			
Damage	One	Two	Three	Four
1d2	1d3	1d4	1d6	1d8
1d3	1d4	1d6	1d8	2d6
1d4	1d6	1d8	2d6	3d6
1d6	1d8	2d6	3d6	4d6
1d8	2d6	3d6	4d6	6d6
1d10	2d8	3d8	4d8	6d8
1d12	3d6	4d6	6d6	8d6
2d4	2d6	3d6	4d6	6d6
2d6	3d6	4d6	6d6	8d6
2d8	3d8	4d8	6d8	8d8
2d10	4d8	6d8	8d8	12d8

Table 2–3: Decreasing Weapon Damage by Size

Medium	Number of Size Categories Decreased			
Damage	One	Two	Three	Four
1d2	1	—	—	—
1d3	1d2	1	—	—
1d4	1d3	1d2	1	—
1d6	1d4	1d3	1d2	1
1d8	1d6	1d4	1d3	1d2
1d10	1d8	1d6	1d4	1d3
1d12	1d10	1d8	1d6	1d4
2d4	1d6	1d4	1d3	1d2
2d6	1d10	1d8	1d6	1d4
2d8	2d6	1d10	1d8	1d6
2d10	2d8	2d6	1d10	1d8

A weapon can only decrease in size so far. Weapons that deal less than 1 point of damage have no effect. Once a weapon only deals 1 point of damage, it's not a weapon if it shrinks further.

SPLASH WEAPONS

A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids, such as acid or holy water, in breakable vials such as glass flasks. Attacks with splash weapons are ranged touch attacks. Attacking with splash weapons is covered on page 158 of the *Player's Handbook*.

Refer to pages 128 and 129 of the *Player's Handbook* for specifics of certain splash weapons.

AREA SPELLS

Spells that affect an area are not targeted on a single creature, but on a volume of space, and thus must fit into the grid in order for you to adjudicate who is affected and who is not. Realize ahead of time that you will have to make ad hoc rulings when applying areas to the grid. Use the visual aids on pages 305-307 and the following information as guidelines.

Bursts and Emanations: To employ the spell using a grid, the caster needs to designate an intersection of two lines on the grid as the center of the effect. From that intersection, it's easy to measure a radius using the scale on the grid. If you were to draw a circle using the measurements on the grid, with the chosen intersection

VARIANT: INSTANT KILL

When you or a player rolls a natural 20 on an attack roll, a critical roll is made to see if a critical hit is scored. If that critical roll is also a 20, that's considered a threat for an instant kill. Now a third roll, an instant kill roll, is made. If that roll scores a hit on the target in question (just like a normal critical roll after a threat), the target is instantly slain. Creatures immune to critical hits are also immune to instant kills.

The instant kill variant only applies to natural 20s, regardless of the threat range for a combatant or weapon. (Otherwise weapons, feats, and magical powers that improve threat ranges would be much more powerful than they are intended to be.)

The instant kill variant makes a game more lethal and combat more random. In any contest, an increase in randomness improves the odds for the underdog. Since the PCs win most fights, a rule that makes combat more random hurts the PCs more than it hurts their enemies.

VARIANT: SOFTER CRITICAL HITS

Instead of making critical hits more lethal, you can make them less lethal. Do so by reducing each weapon's threat range one step. Weapons with a threat range of 20 and a ×2 multiplier deal no critical hits at all.

Standard Threat Range	Softer Threat Range	Standard Multiplier	Softer Multiplier
20	—	×2	—
19–20	20	×3	×2
18–20	19–20	×4	×3

This variant makes feats and magical powers that improve threat ranges less valuable, it slightly decreases the value of a monster's immunity to critical hits, and it reduces randomness in combat.

VARIANT: CRITICAL MISSES (FUMBLES)

If you want to model the chance that in combat a character could fumble his weapon, then when a player rolls a 1 on his attack roll, have him make a DC 10 Dexterity check. If he fails, his character fumbles. You need to decide what it means to fumble, but in general, that character should probably lose a turn of activity as he regains his balance, picks up a dropped weapon, clears his head, steadies himself, or whatever.

Fumbles are not appropriate to all games. They can add excitement or interest to combat, but they can also detract from the fun. They certainly add more randomness to combat. Add this variant rule only after careful consideration.

at the center, then if the majority of a grid square lies within that circle, the square is a part of the spell's area.

Cones: Determining the area of a cone spell requires that the caster declare a direction and an intersection where the cone starts. From there, the cone expands in a quarter circle.

Miscellaneous: Using the rules given above, apply areas to the grid as well as you can. Remember to maintain a consistent number of affected squares in areas that differ on the diagonal.

BIG AND LITTLE CREATURES IN COMBAT

Creatures smaller than Small or larger than Medium have special rules relating to position. These rules concern the creatures' "faces," or sides, and their reach.

Table 2–4: Creature Sizes summarizes the characteristics of each of the nine size categories. The Max. Height and Max. Weight columns are guidelines, not firm limits; for instance, almost all Medium creatures weigh between 60 and 500 pounds, but exceptions can exist. The figures in the Space and Natural Reach columns are explained below.

Space: Space is the width of the square a creature needs to fight without penalties (see Squeezing Through, below). This width determines how many creatures can fight side by side in a 10-foot-wide corridor, and how many opponents can attack a creature at the same time. A creature's space does not have a front, back, left, or right side, because combatants are constantly moving and turning in battle. Unless a creature is immobile, it effectively doesn't have a front or a left side—at least not one you can locate on the tabletop.

Natural Reach: Natural reach is how far a creature can reach when it fights. The creature threatens the area within that distance from itself. Remember that when measuring diagonally, every second square counts as 2 squares. The exception is a creature with 10-foot reach. It threatens targets up to 2 squares away, including a 2-square distance diagonally away from its square. (This is an exception to the rule that 2 squares of diagonal distance is measured as 15 feet.)

As a general rule, consider creatures to be as tall as their space, meaning that a creature can reach up a distance equal to its space plus its reach.

Big Creatures

Large or larger creatures with reach weapons can strike out to double their natural reach but can't use their weapons at their natural reach or less.

A creature may move through an occupied square if it is three size categories or more larger than the occupant.

Table 2–4: Creature Sizes

Size	Max. Height[1]	Max. Weight[2]	Space	Natural Reach (Tall)	Natural Reach (Long)
Fine	6 in. or less	1/8 lb. or less	1/2 ft.	0 ft.	0 ft.
Diminutive	1 ft.	1 lb.	1 ft.	0 ft.	0 ft.
Tiny	2 ft.	8 lb.	2-1/2 ft.	0 ft.	0 ft.
Small	4 ft.	60 lb.	5 ft.	5 ft.	5 ft.
Medium	8 ft.	500 lb.	5 ft.	5 ft.	5 ft.
Large	16 ft.	4,000 lb.	10 ft.	10 ft.	5 ft.
Huge	32 ft.	32,000 lb.	15 ft.	15 ft.	10 ft.
Gargantuan	64 ft.	250,000 lb.	20 ft.	20 ft.	15 ft.
Colossal	64 ft. or more	250,000 lb. or more	30 ft. or more	30 ft. or more	20 ft. or more

1 Biped's height, quadruped's body length (nose to base of tail)

2 Assumes that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more. A gaseous creature will weigh much less.

Very Small Creatures

Tiny, Diminutive, and Fine creatures have no natural reach. They must enter an opponent's square (and thus be subject to an attack of opportunity) in order to attack that opponent in melee unless they are armed with weapons that give them at least 5 feet of reach.

Because Tiny, Diminutive, and Fine creatures have no natural reach, they do not normally get attacks of opportunity. Specific creatures may be exceptions, and some may carry reach weapons that do threaten adjacent squares.

Mixing It Up

Two creatures less than two size categories apart cannot occupy the same spaces in combat except under special circumstances (for example, when grappling, riding a mount, or if one is unconscious or dead).

Creatures two size categories apart can occupy the same space without special circumstances. Half the normal number of creatures can occupy the space as usual (fractions are not allowed).

Creatures may occupy the same square if they are three or more size categories different. For instance, a human could occupy one of the squares also occupied by a purple worm.

Example: A human (Medium) fights a cloud giant (Huge). The human occupies a single space. The cloud giant occupies roughly nine spaces. If the human tried to occupy one of the giant's spaces, up to half as many humans as normal could fit, since the creatures are two size categories apart. Since that only amounts to one-half of a human, the human cannot occupy one of the giant's spaces without grappling.

Example: A halfling (Small) fights the same cloud giant. The halfling, like the human, occupies a single space. If the halfling tries to occupy one of the giant's cubes, the normal number of halflings (one) could fit, since the creatures are three size categories apart.

If a creature is in at least one of the spaces occupied by a larger creature when that creature moves out of that space without taking a 5-foot adjustment or a withdraw action, then the smaller creature gets attacks of opportunity against the departing creature.

Since a creature can attack into its own space (unless armed with a reach weapon), a smaller creature in one of the spaces occupied by another creature cannot take a withdrawal action.

Any time more than one allied creature occupies an opponent's space (either in the same square on the grid or in separate squares), the allied creatures provide each other with the benefit of flanking. If a creature occupies part of an opponent's space, it provides flanking to all allied creatures outside the opponent's space.

Example: A colony of stirges (Tiny) attacks a human (Medium). Up to four Tiny creatures can occupy the same space. They are two size categories apart from a human, so up to two Tiny stirges can occupy the same space as the human, and they provide each other with flanking against the human.

Example: A squad of halflings (Small) attacks a bulette (Huge). The bulette takes up a space three squares across. Since the halflings are three or more size categories apart from the bulette, they can enter the space the bulette occupies. Each halfling can only occupy one space, but the bulette occupies nine squares, so up to nine halflings can occupy the same space as the bulette. The halflings provide each other with flanking.

Squeezing Through

A creature can squeeze through a space as narrow in width as one-half its space. While doing so, it moves at half its normal speed. It takes a –4 penalty on attack rolls and a –4 penalty to AC. While a creature is squeezing through a narrow space, it's not possible for other smaller creatures to also occupy that space.

A creature can move through a space with a ceiling as low as half its height with the same penalties (in spaces both narrow and

low, double the penalties). It can move through a space with a ceiling as low as one-quarter its height, but it must do so by going prone and crawling. The normal penalties and restrictions for being prone apply.

Standing in Tight Quarters

A creature may find itself standing atop a rocky pinnacle, fighting from the back of a wagon, or taking advantage of the cover provided by a hole in the ground. In such cases, the creature's space decreases to match the space available on the ground, but its attacks are unaffected because its upper body isn't constrained. It can use its weapons and natural reach without penalties.

SKILL AND ABILITY CHECKS

The whole game can be boiled down to the characters trying to accomplish various tasks, the DM determining how difficult those tasks are to accomplish, and the dice determining success or failure. While combat and spellcasting have their own rules for how difficult tasks are, skill checks and ability checks handle just about everything else.

MODIFYING THE ROLL OR THE DC

Circumstances can modify a character's die roll, and they can modify the Difficulty Class needed to succeed.

- Circumstances that improve performance, such as having the perfect tools for the job, getting help from another character, and having unusually accurate information, provide a bonus on the die roll.
- Circumstances that hamper performance, such as being forced to use improvised tools or having misleading information, provide a penalty on the die roll.
- Circumstances that make the task easier, such as a friendly audience or helpful environmental conditions, decrease the DC.
- Circumstances that make the task harder, such as a hostile audience or doing work that must be flawless, increase the DC.

THE DM'S BEST FRIEND

A favorable circumstance gives a character a +2 bonus on a skill check (or a –2 modifier to the DC) and an unfavorable one gives a –2 penalty on the skill check (or a +2 modifier to the DC). Take special note of this rule, for it may be the only one you'll need.

Nebin runs down a dungeon corridor, running from a beholder. Around the corner ahead wait two ogres. Does Nebin hear the ogres getting ready to make their ambush? The DM calls for a Listen check and rules that his running from the beholder makes it less likely that he's listening carefully: –2 penalty on the check. But one of the ogres is readying a portcullis trap, and the cranking winch of the device makes a lot of noise: –2 modifier to the DC. Also, Nebin has heard from another adventurer that the ogres in this dungeon like to ambush adventurers: +2 bonus on the check. His ears are still ringing from the *shout* spell that he cast at the beholder: –2 penalty on the check. The dungeon is already noisy because of the sound of the roaring dragon on the level below: +2 modifier to the DC.

You can add modifiers endlessly (doing so is not really a good thing, since it slows down play), but the point is, other than the PC's Listen check modifier, the only numbers that the DM and the player need to remember when calculating all the situational modifiers are +2 and –2. Multiple conditions add up to give the check a total modifier and the DC a final value.

Going beyond the Rule: It's certainly acceptable to modify this rule. For extremely favorable or unfavorable circumstances, you can use modifiers greater than +2 and less than –2. For example, you can decide that a task is practically impossible and modify the roll or the DC by 20. Feel free to modify these numbers as you see fit, using modifiers from 2 to 20.

DELINEATING TASKS

A task is anything that requires a die roll. Climbing half one's speed is a task, as is making a pot, despite the fact that one task takes seconds and the other hours (or even days).

A single task can encompass any of the following activities.

- Moving a set distance (as covered in a skill description).
- Making one item.
- Influencing one person, creature, or group (DM decides if NPCs are acting as individuals or as a group).
- Dealing with one object (opening a door, breaking a board, tying a rope, slipping out of a manacle, picking a lock).
- Determining or acquiring one piece of information.
- Searching or tracking over one area (as described in a skill or feat description).
- Perceive one sound or sight (DM decides if NPCs are acting as individuals or as a group).

Different skills handle task delineation in different ways. In fact, the same skill may handle tasks in different ways depending on what the character is doing. For example, Heal allows the healer to make one character stable or to assist in a group's overall healing rate over a night's rest. Both of these are single tasks, requiring only one roll.

Sometimes, however, a task requires multiple rolls. You must decide, for example, if a character attempting to use Sense Motive on a group of ogres must treat them as a group (one roll) or as individuals (a different roll for each ogre).

If two different groups approach a character from a distance, he has to make two different Spot checks to see them if you have decided that they are indeed different groups. If a character searches one wall using the Search skill, he might find several objects of importance—but you decide that each such object requires a separate roll. In such a case, you should make the rolls beyond the first one in secret. Asking the player to make more than one roll at the same time gives him information that he shouldn't have.

A few examples of long-term duties (and how many tasks they comprise) follow.

Character on Watch: The rest of the party sleeps while Nebin takes the watch. The DM asks for a Listen check about half an hour into his watch, and he succeeds. He hears a rustling noise in the nearby bushes (made by a goblin that was trying to sneak up on the party). He decides to investigate, and the DM calls for a Spot check opposed by a Hide check from the goblin. Nebin discovers nothing (the goblin successfully conceals itself), so he goes back to where he was keeping watch. Later, the DM asks for another Listen check (as the goblin once again tries to move in), and he succeeds again. This time he catches the goblin and alerts the rest of the party to deal with the foe. Eventually they go back to sleep, and he goes back on watch. Later, the DM calls for another Listen check, even though he knows there's nothing to hear this time.

The duty of being on watch required three Listen checks, because the watch was broken into three segments—at the first appearance of the goblin, upon checking for the goblin the second time, and after the goblin was dealt with.

Riding: Soveliss rides his horse along rocky terrain, making no roll to perform this mundane task. He guides it down into a steep gully, and you call for a DC 10 Ride check to do so. At the bottom of the gully, an owlbear menaces a wounded centaur. The ranger spurs his mount into the fray, making no roll to do so. Once in battle, the owlbear slashes at the ranger with a powerful claw. You call for a Ride check for Soveliss to stay on the horse, and another one to keep the now-panicking horse from running off. The ranger succeeds on both checks, and then decides to leap out of the saddle and fight the beast, requiring a DC 20 Ride check. Soveliss succeeds again, meaning that he dismounts without falling and moves to engage the owlbear.

Table 2–5: Difficulty Class Examples

DC	Example	Roll (Key Ability)	Who Could Do It
–10	Hear the sounds of a pitched battle	Listen (Wis)	A commoner on the other side of a stone wall
0	Track ten hill giants across a muddy field	Search (Int)	The village fool hustling at full speed at night
5	Climb a knotted rope	Climb (Str)	An average human carrying a 75-pound pack
5	Hear people talking on the other side of a door	Listen (Wis)	An absent-minded sage being distracted by allies
10	Run or charge down steep stairs	Balance (Dex)	A 1st-level rogue
10	Follow tracks of fifteen orcs across firm ground	Search (Int)	A 1st-level commoner
10	Ransack a chest full of junk to find a map	Search (Int)	A 1st-level commoner
10	Tie a firm knot	Use Rope (Dex)	A 1st-level commoner
10	Find out the current gossip	Gather Information (Cha)	A 1st-level commoner
11[1]	Avoid being tripped by a wolf	— (Str or Dex)	A 1st-level commoner
12	Assess the value of a silver necklace	Appraise (Int)	A 1st-level rogue
13[2]	Resist the *command* spell	Will save (Wis)	A 1st-level wizard or a low-level fighter
13	Bash open a simple wooden door	— (Str)	A fighter
15	Make a dying friend stable	Heal (Wis)	A 1st-level cleric
15	Make indifferent people friendly	Diplomacy (Cha)	A 1st-level paladin
15	Jump 10 feet (with a running start)	Jump (Str)	A 1st-level fighter
15	Tumble past a foe	Tumble (Dex)	A low-level monk
15[1]	Get a minor lie past a canny guard	Bluff (Cha)	A 1st-level rogue
16	Identify a 1st-level spell as it is being cast	Spellcraft (Int)	A wizard (but not anyone untrained in spells)
17[2]	Resist a 10th-level vampire's dominating gaze	Will save (Wis)	A low-level monk or a high-level fighter
18	Bash open a strong wooden door	— (Str)	An enraged half-orc barbarian
18	Cast *fireball* while being shot with an arrow	Concentration (Con)	A low-level wizard
20	Notice a typical secret door	Search (Int)	A smart, 1st-level half-elf rogue
20	Notice a scrying sensor	— (Int)	A low-level wizard with Int 12 or higher
20	Notice an invisible creature moving nearby	Spot (Wis)	A low-level ranger
20	Pick a very simple lock	Open Lock (Dex)	A dexterous, 1st-level halfling rogue (but not anyone untrained at picking locks)
20	Find out what sorts of crimes the baron's daughter has gotten away with	Gather Information (Cha)	A low-level bard
20	Avoid falling into a pit trap	Reflex save (Dex)	A mid-level rogue or a high-level paladin
20	Walk a tightrope	Balance (Dex)	A low-level rogue
21	Raise a dire wolf cub	Handle Animal (Cha)	A mid-level ranger
21[1]	Sneak quietly past a hellcat 50 feet away	Move Silently (Dex)	A low-level rogue
22[1]	Escape from an owlbear's clutches	Escape Artist (Dex)	A low-level rogue
23[1]	Grab a guard's spear and wrest it out of his hands	Melee attack (Str)	A mid-level fighter
24	Resist the *wail of the banshee* spell	Fortitude save (Con)	A high-level fighter
24[3]	Shoot an armored guard through an arrow slit	Ranged attack (Dex)	A high-level fighter
25	Notice that something's wrong with a friend who's under a vampire's control	Sense Motive (Wis)	A mid-level rogue
25	Persuade the dragon that has captured you that it would be a good idea to let you go	Diplomacy (Cha)	A high-level bard
25	Find out from a city's inhabitants who the power behind the throne is	Gather Information (Cha)	A high-level bard
26	Jump over an orc's head (with a running start)	Jump (Str)	A 20th-level ranger wearing light armor or a mid-level barbarian wearing light armor (who really only needs a 22 because his speed is higher)
28	Disable a *glyph of warding*	Disable Device (Int)	A high-level rogue (but not anyone of another class)
28	Bash open an iron door	— (Str)	A fire giant
29	Calm a hostile owlbear	Wild empathy (Cha)	A high-level druid (and only a druid or ranger)
30	Hurriedly climb a slick brick wall	Climb (Str)	A high-level barbarian
30	Read a letter written in ancient Draconic	Decipher Script (Int)	A high-level wizard
30	Pick a good lock	Open Lock (Dex)	A high-level rogue
30	Notice a well-hidden secret door	Search (Int)	A high-level rogue
43	Track a goblin that passed over hard rocks a week ago, and it snowed yesterday	Survival (Wis)	A 20th-level ranger who has maxed out his Survival skill and has been fighting goblinoids as his favored enemy since 1st level

1 This number is actually the average roll on the opponent's opposed check rather than a fixed number.
2 Actual DC may be higher or lower depending on the caster or ability user.
3 This is the target's adjusted Armor Class.
DC: The number a character needs to roll to succeed.
Example: An example of a task with that DC.
Roll (Key Ability): The roll the character makes, usually a skill check, but sometimes a saving throw, an ability check, or even an attack roll. The ability that modifies the roll is in parentheses. A "—" in this column means that the check is an ability check and no skill ranks, base save bonuses, or base attack bonuses apply.
Who Could Do It: An example of a character that would have about a 50% chance to succeed. When this entry names a character by class, it assumes that the character has the skill in question. (Other characters might have a better or worse chance to succeed.)

Riding a mount doesn't normally require rolls. Only riding into difficult terrain or performing a specific task involving riding requires a roll.

Tracking: Soveliss is following a giant scorpion across the desert. He follows the vermin for 3 miles, making a Survival check each mile, but tracking in the soft sand is easy. Shortly after the third mile, a windstorm comes up. Soveliss waits it out, and it passes after an hour. Now he must make a fourth check to see if he can pick up the trail in the wind-tossed sand. This check is of course more difficult than the earlier ones, as are all subsequent checks until the tracker gets to the place where the scorpion was when the storm passed.

Normally, tracking requires a Survival check each mile, but a sudden change in situation can require an additional roll.

Sneaking: Soveliss is sneaking through a dungeon filled with hobgoblins. He must pass by an open doorway beyond which is a room where the brutes are drinking from a keg of ale. He makes a Move Silently check, and the hobgoblins make opposed Listen checks, but they're not paying much attention, so the ranger sneaks by easily. The hobgoblins aren't even looking at the door, so no Hide check is required. To get out, however, he must pass right through a guard room. He must make a Hide check to keep to the dark shadows near the walls, and a new Move Silently check (new because the listeners are different individuals, plus they're more alert) to get past the guards and through the room.

A new Move Silently check is needed for each different group that a sneaker is trying to avoid. Sometimes both a Move Silently check and a Hide check are needed when sneaking around. Sometimes they're not.

GENERAL VERSUS SPECIFIC

Sometimes a player will say, "I look around the room. Do I see anything?" and sometimes he'll say, "I look into the room, knowing that I just saw a kobold dart inside. I look behind the chair and the table, and in all the dark corners. Do I see it?" In both cases, the DM replies, "Make a Spot check." However, in the second example, the character has specialized knowledge of the situation. He's asking specific questions. In such cases, always award the character a +2 bonus for favorable conditions. It's good to reward a character who has knowledge that allows him to ask specific questions.

If the kobold's actually not in the room, but a cloaker waits in ambush on the ceiling, the character has no special knowledge and gains no bonus. He doesn't get a penalty, either—don't penalize specific questions. If both the kobold and the cloaker are in the room, two Spot checks are required (unless the monsters are working together as a group, which is highly unlikely). The character gets a +2 bonus on the check to spot the kobold and no bonus on the check to spot the cloaker.

DEGREES OF SUCCESS

When determining how much information a skill check or ability check gives a character, the degree of success is important to the task. For example, an invisible assassin sneaks up on a cleric. The cleric makes a Listen check opposed by the assassin's Move Silently check, and the cleric is successful. You could describe this success to the player of the cleric in many different ways, including these.

- "You heard a noise and you know something's out there, but you don't see anything."
- "You heard a noise. It sounded like a person moving, and it came from 'over there.' "
- "You heard a noise. You know there's an invisible creature about 15 feet northeast of you, and you can target that creature's location with an attack."

To determine how much information to give out, compare the opposed check results (or for a nonopposed check, the check result and the DC). In the example above, you give the first answer if the check merely succeeds on the check. If the cleric beats the assassin's check result by 10 or more, he has achieved a greater success, and he gets the second answer. If he exceeds the assassin's check result by 20 or more, he has achieved a perfect success, and he gets all the information—the third answer.

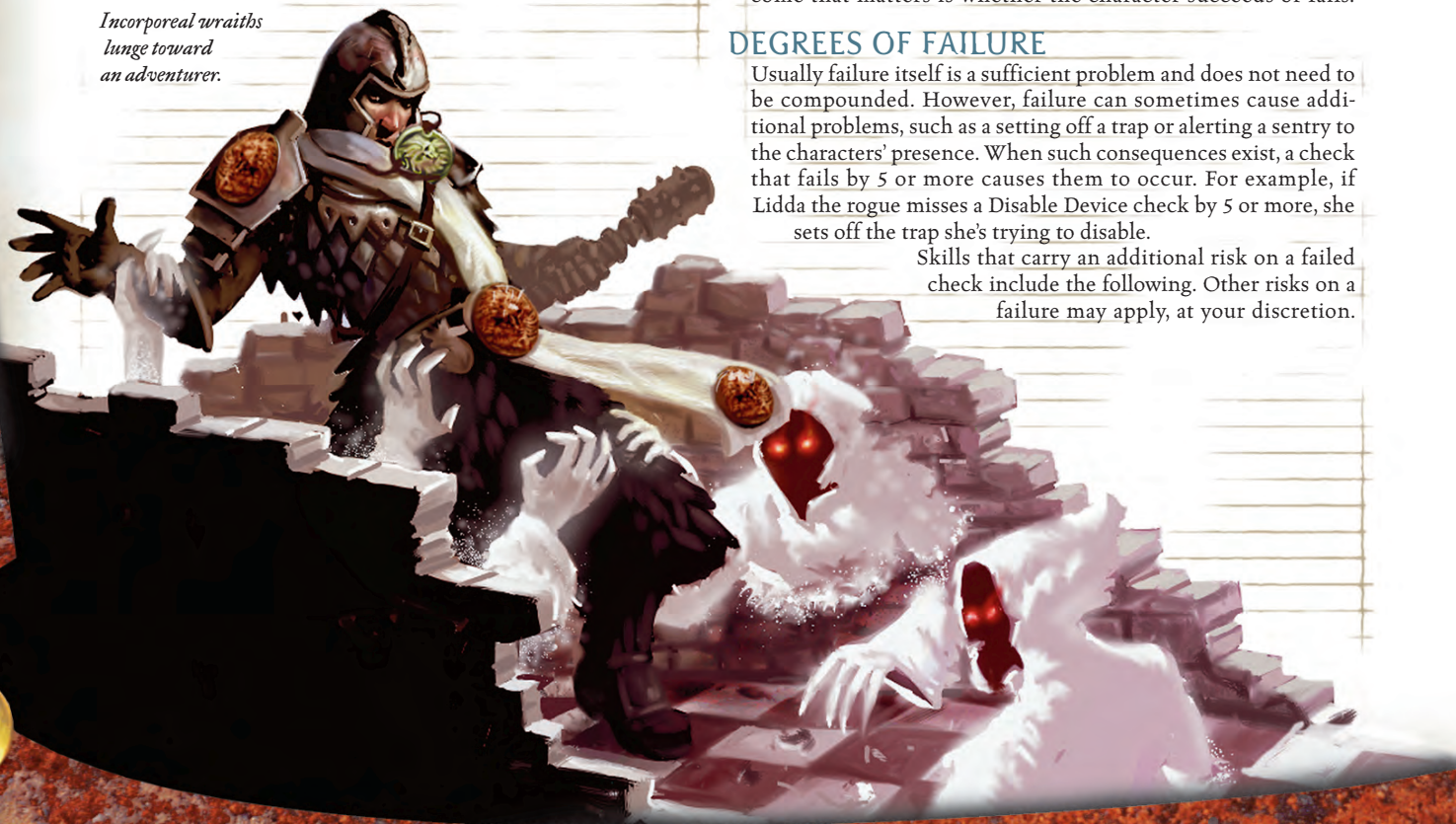
Degrees of success usually only apply when the amount of information you have to give out can be different depending on how well the character succeeds. Most of the time, the only outcome that matters is whether the character succeeds or fails.

DEGREES OF FAILURE

Usually failure itself is a sufficient problem and does not need to be compounded. However, failure can sometimes cause additional problems, such as a setting off a trap or alerting a sentry to the characters' presence. When such consequences exist, a check that fails by 5 or more causes them to occur. For example, if Lidda the rogue misses a Disable Device check by 5 or more, she sets off the trap she's trying to disable.

Skills that carry an additional risk on a failed check include the following. Other risks on a failure may apply, at your discretion.

Incorporeal wraiths lunge toward an adventurer.



Illus. by S. Fischer

Skill	Risk
Balance	Falling
Climb	Falling
Craft	Ruin raw materials
Disable Device	Device triggers, or is not disabled
Spot (reading lips)	Receive false information
Swim	Sink below surface of water
Use Rope	Grappling hook fails in 1d4 rounds

TAKING 10

Encourage players to use the take 10 rule. When a character is swimming or climbing a long distance, for example, this rule can really speed up play. Normally, you make a check each round with these movement-related skills, but if there's no pressure, taking 10 allows them to avoid making a lot of rolls just to get from point A to point B.

ABILITY CHECKS

The game has no rules for trying to stay awake through the night, writing down every word someone says without a mistake, or opening the stuck lid of a container without spilling a single drop of its contents. However, in the course of an adventure any of these situations could potentially make or break an encounter. You have to be ready to make up checks for such nonstandard activities.

Using the example situations above, staying awake might be a Constitution check (DC 12, +4 for every previous night without sleep), with an elf character gaining a +2 bonus on his check because an elf is only giving up 4 hours of trance instead of 8 hours of sleep. Writing down every word that someone says would require a DC 15 Intelligence check, and a DC 10 Dexterity check prior to the Intelligence check would provide a +2 bonus on the roll. Opening the container would normally be a Strength check (DC about 17), and once that's accomplished, a DC 13 Dexterity check is required to keep from spilling the contents.

The three kinds of ability checks you could call for to handle a nonstandard situation include the following.

- A single check using an relevant ability (as in staying awake).
- One ability check that, depending on the result, might provide a modifier on another check involving a different ability (as in writing down every word).
- Two or more separate ability checks, usually involving different abilities, to accomplish a multipart task (such as opening the jug without spilling).

You can also use a combination of an ability check and a skill check in an appropriate situation. For example, when swimming in frigid water, Tordek might have to make a Constitution check to avoid taking a penalty on his Swim check.

Decisions on how to handle nonstandard situations are left to your best judgment.

SAVING THROWS

Adjudicating and varying saving throws works a lot like adjudicating and varying skill and ability checks.

WHICH KIND OF SAVE?

Fortitude, Reflex or Will? When assigning something a saving throw, use these guidelines.

Fortitude: Fortitude saves reflect physical toughness. They incorporate stamina, ruggedness, physique, bulk, metabolism, resistance, immunity, and other similar physical qualities. If it seems like something that a "tough guy" would be good at, it's a Fortitude save.

Reflex: Reflex saves reflect physical (and sometimes mental) agility. They incorporate quickness, nimbleness, hand-eye coordination, overall coordination, speed, and reaction time. If it seems like something that an agile person would be good at, it's a Reflex save.

Will: Will saves reflect inner strength. They incorporate willpower, mental stability, the power of the mind, levelheadedness, determination, self-confidence, self-awareness, the superego, and resistance to temptation. If it seems like something that a confident or determined person would be good at, it's a Will save.

SAVE OR CHECK?

A character slips and falls. He tries to catch himself on a ledge, while another character reaching forward attempts to catch him. Are these Reflex saves or Dexterity checks?

The answer to the above question is "Both." The character attempting to save himself makes a Reflex save. The character trying to grab him makes a Dexterity check.

VARIANT: SKILLS WITH DIFFERENT ABILITIES

Sometimes a check involves a character's training (skill ranks) plus an innate talent (ability) not usually associated with that training. A skill check always includes skill ranks plus an ability modifier, but you can use a different ability modifier from normal if the character is in a situation where the normal key ability does not apply.

For example:

- A character is underwater and tries to maneuver by pulling himself along some improvised handholds. Since his body has natural buoyancy (meaning he doesn't need to pull as hard to lift himself), the DM rules that the player should make a Climb check keyed to Dexterity rather than to Strength.
- A character is trying to pick the best horse from several that a merchant is selling. Normally this would be an Appraise check, but familiarity with horses ought to count for something. The DM lets the player use the character's ranks in Ride instead of ranks in Appraise and applies the character's Wisdom modifier (as normal for an Appraise check).
- A character needs to use main force to restrain a panicked horse. Normally this would call for a Strength check, but a character skilled at handling animals ought to be able to use his knowledge to restrain the horse more easily. The DM lets the player add the character's ranks in Handle Animal (but not his Charisma modifier) to the Strength check.
- A character has created a masterwork dagger as a gift for a visiting noble. He attempts to inscribe it with intricate designs. The DM rules that this is a Dexterity check to which the character's ranks in Craft (weaponsmithing) apply.
- A character is trying to climb a ladder to the bottom of a very deep chute. Normally, the DM would call for a Constitution check to see if the character can keep going, but he can also allow the player to add the character's ranks in Climb to the roll.

These sorts of unusual situations are always handled on a case-by-case basis, and only as exceptions. The vast majority of the time, use the normal key ability.

Remember that when you change the way a skill works in this fashion, you should dictate when the change comes into play—it's not up to a player to make this sort of decision. Players may try to rationalize why they should get to use their best ability score modifier with a skill that doesn't normally use that ability, but you shouldn't allow this sort of rule change unless you happen to agree with it.

Key Concept 1: Checks are used to accomplish something, while saves are used to avoid something.

Key Concept 2: Check modifiers don't take into account character level or class level. Save bonuses always do. If a task seems like it should be easier for a high-level character, use a saving throw. If it seems like the task should be equally difficult for any two characters with the same score in the relevant ability, use a check. For example, opening a door is merely a reflection of strength, not experience. Thus, it's a Strength check. The middle ground is a skill check, such as a Balance check to avoid falling while running over broken ground. A Balance check takes level into account only if the character has ranks in the skill.

DIFFICULTY CLASSES

Assigning DCs is your job, but usually the rules are straightforward. The game has a standard rule for the DC of a saving throw against a spell, and creatures and magic items with abilities that force others to make saves always have that saving throw clearly detailed (or else they function just like spells, and you use the spell rule). The general rules are as follows.

Spells: 10 + spell level + caster's ability modifier.

Monster Abilities: 10 + 1/2 monster's Hit Dice + monster's ability modifier.

Miscellaneous: 10 to 20. Use 15 as a default.

As with checks, saving throw die rolls can be modified, or the DC can be modified. See The DM's Best Friend, page 30.

ADJUDICATING MAGIC

At the middle range of levels (6th through 11th), most characters cast spells, and they all use magic items, many of which produce strange effects. Handling spells and effects well is often the difference between a good game and a really good one.

DESCRIBING SPELL EFFECTS

Magic is flashy. When characters cast spells or use magic items, you should describe what the spell looks, sounds, smells, or feels like as well as its game effects.

A *magic missile* could be a dagger-shaped burst of energy that flies through the air. It also could be a fistlike creation of force that bashes into its target or the sudden appearance of a demonic head that spits a blast of energy. When someone becomes invisible, he fades away. A summoned fiend appears with a flash of blood-red energy and a smell of brimstone. Other spells have more obvious visual effects. A *fireball* and a *lightning bolt*, for example, appear pretty much the way they are described in the *Player's Handbook*. For dramatic flair, however, you could describe the *lightning bolt* as being a thin arc of blue lightning and the *fireball* as a blast of green fire with red twinkling bursts within it.

You can let players describe the spells that their characters cast. Don't, however, allow a player to use an original description that makes a spell seem more powerful than it is. A *fireball* spell that creates an illusion of a dragon breathing flames goes too far.

Spells without obvious visual effects can be described as well. Since a target who makes his saving throw against a spell knows that something happened to him, you could describe a charm spell or a compulsion spell as a cold claw threatening to enclose his mind that he manages to shake off. (If the spell worked, the target would not be aware of such an effect, for his mind would not be entirely his own.)

Sound can be a powerful descriptive force. You could say that a *lightning bolt* is accompanied by a clap of thunder. A *cone of cold* sounds like a rush of wind followed by a tinkling of crystalline ice.

HANDLING DIVINATIONS

Spells such as *augury*, *divination*, and *legend lore* require you to come up with information on the spot. Two problems can arise when dealing with divinations such as these.

VARIANT: CRITICAL SUCCESS OR FAILURE

If a player rolls a natural (unmodified) 20 on a check, allow him to make another check. If the second check is successful, the character has achieved a critical success with the use of that skill or ability, and something particularly good happens. Likewise, if a player rolls a natural 1, he rolls again. If the second check is a failure, the character has achieved a critical failure (made a critical blunder), and something really bad happens.

It's up to you to determine the specific result of a critical success or failure. Some examples follow.

Critical Successes

On a Climb check or Swim check, the character moves twice as far as he would on a normal success.

When using Diplomacy, the character makes a good, trusted friend for long-term play.

When using a Knowledge skill, the character comes to an important conclusion related to the task at hand.

When using Search, the character discovers something that he otherwise never could have found (if anything is present to be found).

When using Survival to track, the character determines some amazing minutiae about his prey. For instance, he realizes that the three subjects he's tracking aren't happy with one another because they occasionally stop and apparently argue, based on where they stand in relation to each other.

When using Heal to give first aid, the character heals 1 point of damage dealt to the subject.

Critical Failures

When using a Perform skill, the character displeases his audience so greatly that they wish to do him harm.

On a Climb check, the character falls so badly that he takes an additional 1d6 points of damage, or he falls and tears away a few good handholds, making it a more difficult climb (+5 to the DC) on the next try.

When using Disguise, the character not only doesn't look like what he intended, but actually looks like something offensive or hateful to the viewers.

When using Escape Artist, the character actually gets himself more entangled or pinned, adding +5 to the DC on the next try.

On a Use Rope check, the character breaks the rope.

When using Open Lock, the character breaks off his pick in the lock, making it impossible to open.

When using any kind of tool, the character destroys the tool.

Sometimes, there's nothing more that can be achieved with a critical success, or there's nothing worse than a normal failure. In such a case, ignore this variant rule.

You should also ignore this variant whenever a character takes 10 or takes 20. It's not possible to achieve a critical success when all you're trying to do is complete a task without worrying about completing it as well as possible, and it's not possible to get a critical failure if you're not under pressure when you're making the check.

The Player Could Learn Too Much: The strategic use of a divination spell could put too much information into the hands of the players, ruining a mystery or revealing a surprise too soon. The way to avoid this problem is to keep in mind the capabilities of the PCs when you create adventures. Don't forget that the cleric might be able to use his *commune* spell to learn the identity of the king's murderer. While you shouldn't allow a divination to give a player more information than you want him to have, you shouldn't cheat a player out of the effects of his spells just for the sake of the plot. Remember also that certain spells can protect someone from divinations such as *detect evil* and *discern lies*—but that's not really the point. Don't design situations that make the PCs' divinations worthless—design situations to take divinations into account. Assume that the cleric learns the identity of the king's murderer. That's fine, but the adventure is about apprehending him, not just identifying him, and it's especially important to stop him before he kills the queen as well.

In short, you should control information, but don't deny it to the character who has earned it.

Needing Answers on the Fly: Most likely you won't know that a character is going to use a divination spell until the spell is cast, and so you often need to come up with an answer on the fly.

One of the ways to get around this problem is obvious. To answer a question about what lies at the bottom of the dark staircase, you have to know what's there. Chances are you already do know what's there, or the character using the divination wouldn't consider the question worth asking. If you don't know, then you need to make something up in a hurry.

More difficult is coming up with a way to convey the information. For example, the description of the *divination* spell notes that "The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen." Cryptic rhymes are often difficult to come up with in the middle of a game. One trick is to create a rhyme ahead of time that can fit just about any question, such as "If X is the seed you sow, reap you will Y and know," where X is an action and Y is the result. Or "If into X fate doth thee send, thou wilt find Y in the end," where X is a place and Y is a result or consequence, such as "danger" or "treasure."

CREATING NEW SPELLS

Introducing an unbalanced spell does more damage to your game than handing out an unbalanced magic item. A magic item can get stolen, destroyed, sold, or otherwise taken away—but once a character knows a spell, she's going to want to keep using it.

When creating a new spell, use the existing spells as benchmarks, and use common sense. Creating a spell is actually fairly easy—it's assigning a level to the new spell that's hard. If the "best" 2nd-level spell is *invisibility*, and the "best" 1st-level spell is *charm person* or *sleep*, and the new spell seems to fall between those spells in power, it's probably a 2nd-level spell. (*Sleep*, however, is a strange example, because it's a spell that gets less useful as the caster gains levels—compared to a spell such as *magic missile* or *fireball*, which gets better, up to a point, for higher-level casters. Make sure spells that only affect low-level creatures are low-level spells.)

Here are some pieces of advice to consider.

- If a spell is so good that you can't imagine a caster not wanting it all the time, it's either too powerful or too low in level.
- An experience point (XP) cost is a good balancing force. An expensive material component is only a moderately good balancing force. (Money can be easy to come by; an XP loss almost always hurts.)
- When determining level, compare range, duration, and target (or area) to other spells to balance. A long duration or a large area can make up for a lesser effect, depending on the spell.
- A spell with a very limited use (only works against red dragons) could conceivably be one level lower than it would be if it had a more general application. Even at a low level, this is the sort of spell a sorcerer or bard never takes, and other casters would prepare it only if they knew in advance it would be worthwhile.
- Wizards and sorcerers should not cast healing spells, but they should have the best offensive spells. If the spell is flashy or dramatic, it should probably be a wizard/sorcerer spell.
- Clerics are best at spells that deal with alignment and have the best selection of curative and repair spells. They also have the best selection of information-gathering spells, such as *commune* and *divination*.
- Druids are best at spells that deal with plants and animals.
- Rangers and paladins should not have flashy attack spells in the manner of *magic missile* and *fireball*.
- Bard spells include enchantments, information-gathering spells, and a mixture of other kinds of spells, but do not include powerful offensive spells such as *cone of cold*.

Damage Caps for Spells

For spells that deal damage, use the tables below (one for arcane spells, one for divine spells) to determine approximately how much damage a spell should deal. Remember that some spells (such as *burning hands*) use a d4 for damage, but *fireball* uses a d6. For clerics, a d8 damage die counts as 2d6 for determining the maximum damage a divine spell can deal.

VARIANT: SAVES WITH DIFFERENT ABILITIES

To model unusual situations, you can change the ability score that modifies a save, just as you can do with a skill (see the sidebar on page 33). This is purely a variant, however, since not all DMs want this degree of complication.

Fortitude saves against mental attacks (such as *phantasmal killer*) could be based on Wisdom, making it a cross between a Fortitude and a Will save. (Apply the character's Fortitude save bonus from class and level, then add his Will modifier instead of his Constitution modifier.)

The DM may allow a character to cast a quickened *dimension door* spell in response to falling into a pit trap. Reacting quickly to a trap requires a Reflex save, but in this case the DM might make this a Reflex save based on Wisdom rather than Dexterity, since casting the spell is mainly a mental action.

Will saves against enchantments could use Charisma instead of Will, since Charisma reflects force of personality.

Will saves against illusions could be keyed to Intelligence, the ability that best represents discernment.

As with skills, changes to a saving throw's key ability are always handled on a case-by-case basis. Unless you institute changes to saving throws as a house rule, these changes are very rare.

Remember that when you change the way a saving throw works in this fashion, you should dictate when the change comes into play—it's not up to a player to make this sort of decision. Players may try to rationalize why they should get to use their best ability modifier on a saving throw that doesn't normally use that ability, but you shouldn't allow this sort of rule change unles you happen to agree with it.

Maximum Damage for Arcane Spells

Arcane Spell Level	Max Damage (Single Target)	Max Damage (Multiple Targets)
1st	5 dice	—
2nd	10 dice	5 dice
3rd	10 dice	10 dice
4th	15 dice	10 dice
5th	15 dice	15 dice
6th	20 dice	15 dice
7th	20 dice	20 dice
8th	25 dice	20 dice
9th	25 dice	25 dice

Maximum Damage for Divine Spells

Divine Spell Level	Max Damage (Single Target)	Max Damage (Multiple Targets)
1st	1 die	—
2nd	5 dice	1 die
3rd	10 dice	5 dice
4th	10 dice	10 dice
5th	15 dice	10 dice
6th	15 dice	15 dice
7th	20 dice	15 dice
8th	20 dice	20 dice
9th	25 dice	20 dice

The damage cap depends on whether a spell affects a single target or multiple targets. A single-target spell affects only one creature or has its total damage divided among several creatures. For example, a *magic missile* spell can deliver 5 dice of damage to one target. If it strikes more than one target, its damage dice must be divided among them. A multiple-target spell deals full damage to two or more creatures simultaneously. For example, a *fireball* damages everything within its 20-foot spread.

REWARDS

Mialee and Tordek stand within the treasure chamber, surveying the riches before them. To get there, they slew three trolls, bypassed several devious traps, and solved the riddle of the golden golem to stop it from crushing them. Now they are not only richer, but from their experiences they have grown in knowledge and power.

Experience points are a measure of accomplishment. They represent training and learning by doing, and they illustrate the fact that, in fantasy, the more experienced a character is, the more power he possesses. Experience points allow a character to gain levels. Gaining levels heightens the fun and excitement.

Experience points can be spent by spellcasters to power some of their most potent spells. Experience points also represent the personal puissance that a character must imbue an object with in order to create a magic item.

In addition to experience, characters also earn treasure on their adventures. They find gold and other valuables that allow them to buy bigger and better equipment, and they find magic items that give them new and better abilities.

EXPERIENCE AWARDS

When the party defeats monsters, you award the characters experience points (XP). The more dangerous the monsters, compared to the party's level, the more XP the characters earn. The PCs split the XP between themselves, and each character increases in level as his personal XP total increases.

You need to calculate XP awards during the course of an adventure, whether it's one you wrote or one you purchased. You may wish to award experience points at the end of a session to enable players to advance their characters in level if they have enough experience points. Alternatively, you may wish to give out XP awards at the beginning of the game session following the one in which the characters earned it. This gives you time between sessions to use these rules and determine the experience award.

As part of determining experience point awards, you need to break the game down into encounters and then break the encounters down into parts. If you're using monsters from the *Monster Manual*, some of the work has already been done for you. Each monster in that book has a Challenge Rating (CR) that, when compared to party level, translates directly into an XP award.

A Challenge Rating is a measure of how easy or difficult a monster or trap is to overcome. Challenge Ratings are used in Chapter 3: Adventures to determine Encounter Levels (EL), which in turn indicate how difficult an encounter (often involving multiple monsters) is to overcome. A monster is usually overcome by defeating it in battle, a trap by being disarmed, and so forth.

You must decide when a challenge has been overcome. Usually, this is simple to do. Did the PCs defeat the enemy in battle? Then they met the challenge and earned experience points. Other

VARIANT: SPELL ROLL

Substitute this variant for the standard method of determining saving throw DCs for spells. Every time a character casts a spell that requires a target to make a saving throw, the caster rolls 1d20 and adds the spell level and the appropriate ability modifier. The result is the DC for the saving throw. Roll once even for a spell that affects many creatures.

This variant introduces a great deal more randomness into spellcasting—sometimes low-level spells cast by mediocre casters will have high DCs, and sometimes high-level spells cast by powerful casters are easy to resist. It downplays the level of the spell and the ability modifier. As with variant combat rules, any change that increases chance in a battle favors the underdog, and that's usually the enemy of the PCs.

VARIANT: POWER COMPONENTS

The horn of the rare red minotaur can be combined with a potent mixture of herbs that can aid in restoring wholeness to the afflicted. So potent is the energy contained in the concoction that a cleric who uses it while casting *greater restoration* (and uses it up) need not devote any personal power (XP) in order to cast the spell.

This variant allows for special rare ingredients ("power components") to be added to material spell components in place of an XP component. You're free to allow this on a case-by-case basis. Perhaps these components exist only for certain spells. They're certainly rare, and certainly expensive—ten to twenty times the XP component in gold pieces is a good baseline price. Further, characters may need to consult sages or cast divinations in order to find out what the proper ingredients are.

Consider not allowing characters to buy power components—instead, make them the object of an adventure. The hunt for the red minotaur can be a challenging and entertaining adventure by itself, but if the defeat of the minotaur is the first step toward the goal of bringing back a fallen comrade, the scenario takes on a larger importance.

In the same way, special ingredients can substitute for the XP that a character otherwise has to spend to create magic items.

This variant works if it makes powerful magic more colorful and if it fits the way you want to portray magic in your campaign. It fails if it means that the only hard control on casting powerful spells and creating magic items (the XP component) slips away, so that such actions become commonplace.

times, it can be trickier. Suppose the PCs sneak past the sleeping minotaur to get into the magical vault—did they overcome the minotaur encounter? If their goal was to get into the vault and the minotaur was just a guardian, then the answer is probably yes. It's up to you to make such judgments.

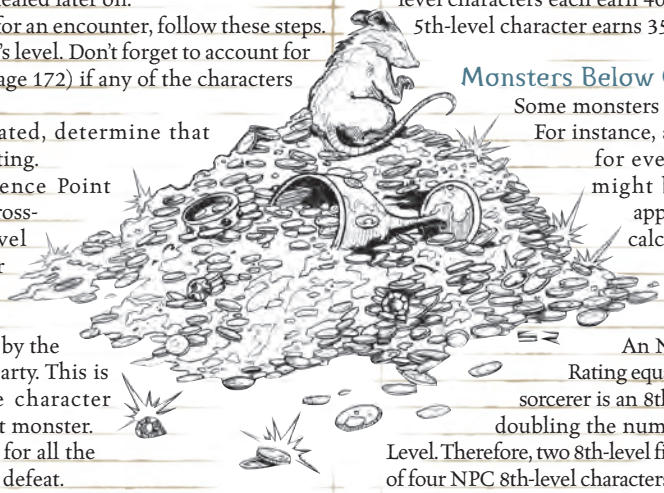
Only characters who take part in an encounter should gain the commensurate awards. Characters who died before the encounter took place, or did not participate for some other reason, earn nothing, even if they are raised or healed later on.

To determine the XP award for an encounter, follow these steps.

1. Determine each character's level. Don't forget to account for ECL (see Monsters as Races, page 172) if any of the characters are of a powerful race.
2. For each monster defeated, determine that single monster's Challenge Rating.
3. Use Table 2–6: Experience Point Awards (Single Monster) to cross-reference one character's level with the Challenge Rating for each defeated monster to find the base XP award.
4. Divide the base XP award by the number of characters in the party. This is the amount of XP that one character receives for helping defeat that monster.
5. Add up all the XP awards for all the monsters the character helped defeat.
6. Repeat the process for each character.

Do not award XP for creatures that enemies summon or otherwise add to their forces with magic powers. An enemy's ability to summon or add these creatures is part of the enemy's CR already. (You don't give PCs more XP if a drow cleric casts *unholy blight* on them, so don't give them more XP if he casts *summon monster IV* instead.)

Example: A party of five PCs defeats two CR 2 monsters and a CR 3 monster. The party consists of a 3rd-level character, three 4th-level characters, and a 5th-level character. The 3rd-level character earns 600 XP for each CR 2 monster and 900 XP for the CR 3 monster. That's 2,100 XP, and dividing by 5 (the number of characters in the party) yields an experience award of 420 XP. The 4th-level characters each earn 400 XP [(600 + 600 + 800) ÷ 5] and the 5th-level character earns 350 XP [(500 + 500 + 750) ÷ 5].



Monsters Below CR 1

Some monsters are fractions of a Challenge Rating. For instance, a single orc is not a good challenge for even a 1st-level party, although two might be. You could think of an orc as approximately CR 1/2. For these cases, calculate XP as if the creature were CR 1, then divide the result by 2.

Challenge Ratings for NPCs

An NPC with a PC class has a Challenge Rating equal to the NPC's level. Thus, an 8th-level sorcerer is an 8th-level encounter. As a rule of thumb, doubling the number of foes adds 2 to the Encounter Level. Therefore, two 8th-level fighters are an EL 10 encounter. A party of four NPC 8th-level characters is an EL 12 encounter.

Some powerful creatures are more of a challenge than their level would suggest. A drow, for example, has spell resistance and other abilities, so his CR is equal to his level +1.

Some creatures have monster levels in addition to their class levels, such as a centaur ranger. In such a case, add the creature's base CR to either its total class levels (for associated classes) or

VARIANT: SUMMONING INDIVIDUAL MONSTERS

When a character casts a *summon monster* or *summon nature's ally* spell, he gets a typical, random creature of the kind he chooses. As a variant in your campaign, you can rule that each spellcaster gets specific, individual creatures rather than just some random one. This variant lets players feel more ownership over the creatures that their characters summon, but it entails some special problems, so don't allow it without considering it carefully.

Specific Creatures: Whenever a spellcaster summons a single creature of a given kind, it's always the same creature. A player can roll the ability scores and hit points for each creature that his character can summon. His specific creatures may be above or below average. Allow the player to take average statistics instead of rolling if he wants to avoid the risk of getting stuck with bad dice rolls. (There's no "hopeless creature reroll" for bad ability scores in this case.) The player can also name each creature and define its distinguishing characteristics.

Multiple Creatures: Whenever a spellcaster summons more creatures, the first one is always the same, and each successive creature is likewise always the same. Thus, if Nebin can summon up to three celestial eagles named Kulik, Skitky, and Kliss, then he always gets Kulik when he summons one celestial eagle, Kulik and Skitky when he summons two, and all three when he summons three. The player can roll ability scores and hit points for all three.

The summoner gets the same creatures no matter which version of a spell he uses. Nebin gets Kulik with *summon monster II* and he gets Kulik plus possibly Skitky and Kliss with *summon monster III*.

Summoning Limits: Getting the same intelligent summoned creature over and over again gives a summoner certain advantages. He can, for instance, send a creature to scout out an area for the duration of the spell and then summon it up again to get a report. If the creature is killed (and thus sent back to its home) or dispelled, however, that individual creature is not available to be summoned for 24 hours.

The summoner summons one fewer creature of that kind because the unavailable creature still takes up its normal "slot." Thus, if Kulik is killed and later that day Nebin summons two celestial eagles, he only gets Skitky (instead of Kulik and Skitky).

If a creature that a character summons is actually, truly killed (not just "killed" while summoned), it is no longer available, and the summoner gets one less creature of that kind than normal. On attaining a new level, however, the summoner may replace the slain creature (see below).

Replacing Creatures: Each time a summoner gains a level in a spellcasting class, he can drop out one of his creatures and roll up a new one to fill its "slot." For example, at 5th level, Nebin can summon Kulik, Skitky, and Kliss with *summon monster III*. When he reaches 6th level, he can drop any one of his summonable creatures and replace it with a new one. If Kulik has low ability scores or if it has permanently died, he can drop it in favor of a new, randomly rolled creature, which then occupies his "first celestial eagle" slot.

Improving Creatures: Summoners can improve their creatures. Typically, they do so by giving them magic items or other special objects. The trick is, a summoned creature can't take things back home with it. When a summoned creature disappears, it leaves all the things that it gained while on the Material Plane. Nebin can't just summon up Kulik and give it a *cloak of resistance*. He has to go to its plane or bring it actually onto the Material Plane before he can give it anything it can keep. The way to get a creature to actually come to the Material Plane is to use a *lesser planar ally, planar ally, greater planar ally, lesser planar binding, planar binding, greater planar binding,* or *gate* spell, since these are all calling spells and actually bring the creature to the caster.

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Table 2–6: Experience Point Awards (Single Monster)

Character Level	Challenge Rating CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10
1st–3rd	**300**	**600**	**900**	1,350	1,800	2,700	3,600	5,400	7,200	10,800
4th	300	600	800	**1,200**	1,600	2,400	3,200	4,800	6,400	9,600
5th	300	500	750	1,000	**1,500**	2,250	3,000	4,500	6,000	9,000
6th	300	450	600	900	1,200	**1,800**	2,700	3,600	5,400	7,200
7th	263	350	525	700	1,050	1,400	**2,100**	3,150	4,200	6,300
8th	200	300	400	600	800	1,200	1,600	**2,400**	3,600	4,800
9th	*	225	338	450	675	900	1,350	1,800	**2,700**	4,050
10th	*	*	250	375	500	750	1,000	1,500	2,000	**3,000**
11th	*	*	*	275	413	550	825	1,100	1,650	2,200
12th	*	*	*	*	300	450	600	900	1,200	1,800
13th	*	*	*	*	*	325	488	650	975	1,300
14th	*	*	*	*	*	*	350	525	700	1,050
15th	*	*	*	*	*	*	*	375	563	750
16th	*	*	*	*	*	*	*	*	400	600
17th	*	*	*	*	*	*	*	*	*	425
18th	*	*	*	*	*	*	*	*	*	*
19th	*	*	*	*	*	*	*	*	*	*
20th	*	*	*	*	*	*	*	*	*	*

Character Level	Challenge Rating CR 11	CR 12	CR 13	CR 14	CR 15	CR 16	CR 17	CR 18	CR 19	CR 20
1st–3rd	**	**	**	**	**	**	**	**	**	**
4th	12,800	**	**	**	**	**	**	**	**	**
5th	12,000	18,000	**	**	**	**	**	**	**	**
6th	10,800	14,400	21,600	**	**	**	**	**	**	**
7th	8,400	12,600	16,800	25,200	**	**	**	**	**	**
8th	7,200	9,600	14,400	19,200	28,800	**	**	**	**	**
9th	5,400	8,100	10,800	16,200	21,600	32,400	**	**	**	**
10th	4,500	6,000	9,000	12,000	18,000	24,000	36,000	**	**	**
11th	**3,300**	4,950	6,600	9,900	13,200	19,800	26,400	39,600	**	**
12th	2,400	**3,600**	5,400	7,200	10,800	14,400	21,600	28,800	43,200	**
13th	1,950	2,600	**3,900**	5,850	7,800	11,700	15,600	23,400	31,200	46,800
14th	1,400	2,100	2,800	**4,200**	6,300	8,400	12,600	16,800	25,200	33,600
15th	1,125	1,500	2,250	3,000	**4,500**	6,750	9,000	13,500	18,000	27,000
16th	800	1,200	1,600	2,400	3,200	**4,800**	7,200	9,600	14,400	19,200
17th	638	850	1,275	1,700	2,550	3,400	**5,100**	7,650	10,200	15,300
18th	450	675	900	1,350	1,800	2,700	3,600	**5,400**	8,100	10,800
19th	*	475	713	950	1,425	1,900	2,850	3,800	**5,700**	8,550
20th	*	*	500	750	1,000	1,500	2,000	3,000	4,000	**6,000**

For monsters with CRs higher than 20, double the reward for a CR two levels below the desired CR. Thus, a CR 21 reward equals double the CR 19 reward, CR 22 is double the CR 20 reward, CR 23 is double the CR 21 reward, and so on.

Bold numbers indicate the amount of XP that a standard encounter for a party of that level should provide.

* The table doesn't support XP for monsters that individually are eight Challenge Ratings lower than the character's level, since an encounter with multiple weak creatures is hard to measure. See Assigning Ad Hoc XP Award s, page 39.

** The table doesn't support awards for encounters eight or more Challenge Ratings higher than the character's level. If the party is taking on challenges that far above their level, something strange is going on, and the DM needs to think carefully about the awards rather than just taking them off a table. See Assigning Ad Hoc XP Awa rds, page 39.

one-half its total class levels (for nonassociated classes) to get its overall CR. For example, a centaur is CR 1 and ranger levels are considered associated levels for a centaur, so a centaur who's also a 7th-level ranger is CR 8. (Chapter 4: Advancing Monsters in the *Monster Manual* has information on determining whether class levels are associated or nonassociated.)

Since NPC classes (see Chapter 5: Campaigns) are weaker than PC classes, levels in an NPC class contribute less to a creature's CR than levels in a PC class. For an NPC with an NPC class, determine his Challenge Rating as if he had a PC class with one less level. For a creature with monster levels in addition to NPC class levels, add the NPC levels –1 to the creature's base CR (always adding at least 1).

For example, when adding associated class levels to some sample characters, the resulting CRs would be as given in the following table. Remember that warrior is an NPC class, and fighter is a PC class.

Creature	Class Levels 1	2	10
Dwarf warrior	CR 1/2	CR 1	CR 9
Dwarf fighter	CR 1	CR 2	CR 10
Orc warrior	CR 1/2	CR 1	CR 9
Orc fighter	CR 1	CR 2	CR 10
Drow warrior	CR 1	CR 2	CR 10
Drow fighter	CR 2	CR 3	CR 11
Ogre warrior[1]	CR 4	CR 4	CR 12
Ogre fighter[1]	CR 4	CR 5	CR 13

1 The ogre with no class levels has a CR of 3. Ogres with class levels retain their original 4 HD, attack bonuses, and other aspects of their monster levels.

Challenge Ratings for Traps

Traps vary considerably. Those presented in this book (see pages 70–74) have Challenge Ratings assigned to them. For traps you and your players create, as a rule of thumb, assign +1 CR for every 2d6 points of damage the trap deals. For magic traps, start at CR 1 and then assign +1 CR for every 2d6 points of damage the trap deals or +1 for every level of the spell the trap simulates. Traps generally shouldn't have a Challenge Rating greater than 10.

Overcoming the challenge of a trap involves encountering the trap, either by disarming it, avoiding it, or simply surviving the damage it deals. A trap never discovered or never bypassed was not encountered (and hence provides no XP award).

Modifying XP Awards and Encounter Levels

An orc warband that attacks the PCs by flying over them on primitive hang gliders and dropping large rocks is not the same encounter as one in which the orcs just charge in with spears. Sometimes, the circumstances give the characters' opponents a distinct advantage. Other times, the PCs have an advantage. Adjust the XP award and the EL depending on how greatly circumstances change the encounter's difficulty.

Encounters of EL 2 or lower are the exception. They increase and decrease in proportion to the change in XP. For example, an EL 1 encounter that's twice as difficult as normal is EL 2, not EL 3.

You can, of course, increase or decrease XP by smaller amounts, such as +10% or –10%, and just eyeball the EL.

Modify all ELs and experience rewards as you see fit, but keep these points in mind.

- Experience points drive the game. Don't be too stingy or too generous.
- Most encounters do not need modifying. Don't waste a lot of time worrying about the minutiae. Don't worry about modifying encounters until after you have played the game a while.
- Bad rolls or poor choices on the PCs' part should not modify ELs or XP awards. If the encounter is difficult because the players were unlucky or careless, they don't get more experience.
- Just because the PCs are worn down from prior encounters does not mean that later (more difficult) encounters should gain higher awards. Judge the difficulty of an encounter on its own merits.

Circumstance	XP Award Adjustment	EL EAdjustment
Half as difficult	XP × 1/2	EL –2
Significantly less difficult	XP × 2/3	EL –1
Significantly more difficult	XP × 1-1/2	EL +1
Twice as difficult	XP × 2	EL +2

Assigning Ad Hoc XP Awards

Sometimes the XP table doesn't quite cover a given situation. If two orcs are an EL 1 encounter, four orcs EL 3, eight orcs EL 5, and sixteen orcs EL 7 (maybe), are thirty-two orcs an EL 9 encounter? A party of 9th level characters almost certainly can wipe them out with ease. By 9th level, a character's defenses are so good that a standard orc cannot hit him, and one or two spells cast by a character of that level could destroy all thirty-two orcs. At such a point, your judgment overrules whatever the XP table would say.

An encounter so easy that it uses up none or almost none of the PCs' resources shouldn't result in any XP award at all, while a dangerous encounter that the PCs overcome handily through luck or excellent strategy is worth full XP. However, an encounter in which the PCs defeat something far above their own level (CRs higher than their level by eight or more) was probably the result of fantastic luck or a unique set of circumstances, and thus a full XP award may not be appropriate. You're going to have to make these decisions. As a guideline, the minimum and maximum awards given on Table 2–6: Experience Point Awards (Single Monster) for a group of a given level are the least and most XP you should award a group. Circumstances in your campaign may alter this, however. You might decide that an EL 2 encounter is worth at least a little to

Illus. by K. Walker

VARIANT: FREE-FORM EXPERIENCE

Instead of calculating experience points, just hand out about 75 XP times the average party level for each character in the party per balanced encounter. Hand out more for tough encounters: 100 XP per level per character, or even 150 XP. Award less for easy ones: 25 to 50 XP. Alternatively, you could give out 300 XP times the average party level for each character per session, modified slightly for tough or easy sessions.

It's very simple to track how quickly characters gain levels using this system. The drawback is that it generalizes PC rewards, rather than granting them based on specific accomplishments. You risk players becoming dissatisfied by gaining the same reward every session.

your 10th-level party since it caused them to waste some major spells, so you give them half the XP an EL 3 encounter would have earned them, or 125 XP. Or you might judge that a large quantity of CR 1 monsters is indeed an appropriate challenge for a 10th-level party because the group had lost all their equipment before the fight started.

STORY AWARDS

The PCs have rescued the constable's son from the troll lair. They leave the lair and stop their current quest so they can return the young boy to his home and parents. Do they get experience points for this?

Some DMs want the answer to be "Of course they do." To accomplish this, you need to set up a system in which you can award XP for accomplishing goals and for actions and encounters that don't involve combat.

Sometimes you may want to estimate experience point awards for actions that normally don't result in an XP award under the standard system. These are called story awards, and they should only be used by an experienced DM.

CRs for Noncombat Encounters

You could award experience points for solving a puzzle, learning a secret, convincing an NPC to help, or escaping from a powerful foe. Mysteries, puzzles, and roleplaying encounters (such as negotiations) can be assigned Challenge Ratings, but these sorts of awards require more ad hoc ruling on the DM's part.

Challenge Ratings for noncombat encounters are even more of a variable than traps. A roleplaying encounter should only be considered a challenge at all if there's some risk involved and success or failure really matters. For example, the PCs encounter an NPC who knows the secret password to get into a magical prison that holds their companion. The PCs must get the information out of him—if they don't, their friend remains trapped forever. In another instance, the characters must cross a raging river by wading, swimming, or climbing across a rope. If they fail, they can't get to where the magic gem lies, and if they fail spectacularly, they are washed away down the river.

You might see such situations as having a Challenge Rating equal to the level of the party. Simple puzzles and minor encounters should have a CR lower than the party's level, if they are worth an award at all. They should never have a CR higher than the party's level. As a rule, you probably don't want to hand out a lot of experience for these kinds of encounters unless you intentionally want to run a low-combat game.

In the end, this kind of story award feels pretty much like a standard award. Don't ever feel obligated to give out XP for an encounter that you don't feel was much of a challenge. Remember that the key word in "experience award" is *award*. The PCs should have to do something impressive to get an award.

Mission Goals

Often an adventure has a mission or a goal that pulls the PCs into the action. Should the PCs accomplish their goal, they may get a story award. No Challenge Ratings are involved here: The XP award is entirely up to you.

Such rewards should be fairly large—large enough to seem significant when compared to the standard awards earned along the way toward achieving the mission goal. The mission award should be more than the XP for any single encounter on the mission, but not more than all standard awards for encounters for the mission put together (see Story Awards and Standard Awards, below). Potentially, you could give out only story awards and no standard awards. In this nonstandard game, the mission award would be the main contributor to the PCs' experience point totals.

It's possible that in a single adventure a party can have multiple goals. Sometimes the goals are all known at the outset: Unchain the gold dragon, destroy or imprison the two black dragons, and find the lost *staff of healing*. Sometimes the next goal is discovered when the first one is accomplished: Now that the illithid is dead, find the people who were under its mental control and bring them back to town.

Some players will want to set up personal goals for their characters. Perhaps the PC paladin holds a grudge against the demon from when they encountered him before. Although not critical to the adventure at hand, it becomes his personal goal to avenge the wrongs he committed by destroying him. Or, another character wants to find the magic item that will enable him to return to his home village and stop the plague. These are worthy goals, and the individual character who achieves them should get a special award. "I want to get more powerful" is not an individual goal, since that's what just about everyone wants to accomplish.

Remember: A goal that's easy to accomplish is worth little or no award. Likewise, goals that merely reflect standard awards (such as "Kill all the monsters in this cavern complex") should be treated as standard awards.

Roleplaying Awards

A player who enjoys playing a role well may sometimes make decisions that fit his character but don't necessarily lead to the most favorable outcome for that character. Good roleplayers might perform some deeds that seem particularly fitting for their characters. Someone playing a bard might compose a short poem about events in the campaign. A smart-aleck sorcerer might crack an in-game joke that sends the other players to the floor laughing. Another player might have his character fall in love with an NPC and then devote some portion of his time to playing out that love affair. Such roleplaying should be rewarded, since it enhances the game. (If it doesn't enhance the game, don't give an award.)

VARIANT: FASTER OR SLOWER EXPERIENCE

You control the pace of character progress, and the easiest way to do that is through experience point awards. Obviously, if you want the characters to progress faster, simply make every award 10%, 20%, or even 50% larger. If you want characters to progress more slowly, give awards that are some suitable fraction of the original award.

When modifying awards in this way, keep track of the amount of change you impose on the PCs' progress. You need to balance this with the pace of treasure awarded. For example, if you increase the amount of experience earned by the characters by 20% across the board, treasure also needs to increase by 20%, or else the PCs end up poor and underequipped for their level.

Modifying Challenge Ratings

The other way to modify character progress is to modify the Challenge Ratings of monsters encountered. If you increase the CRs, you increase the experience awards and speed up advancement.

Of course, whether or not you want to change character progress, you may decide to modify various Challenge Ratings. If you think that a certain monster is worth more (or less) than its *Monster Manual* rating, feel free to change it. Keep in mind, however, that just because the PCs in your campaign happen to all have bane weapons useful against aberrations, that doesn't necessarily make beholders a lesser challenge overall. It just means that your party is particularly well equipped to deal with their challenge.

XP awards for roleplaying are purely ad hoc. That is, no system exists for assigning Challenge Ratings to bits of roleplaying. The awards should be just large enough for the player to notice them, probably no more than 50 XP per character level per adventure.

Story Awards and Standard Awards

You can handle story awards in one of two ways. The first is to make all awards story awards. Thus, killing monsters would earn no experience in and of itself—although it may allow characters to achieve what they need to do in order to earn a story award. If you follow this method, you should still pay attention to how many experience points the characters would be earning by defeating enemies, so that you can make sure the PCs' treasure totals are in line with what they should be earning.

The second way is to use standard awards for defeating enemies but award only half the normal amount for doing so, making up the other half through story awards. This method has the virtue of keeping the treasure earned at about the same rate as XP earned.

Don't simply add story awards to standard awards (even if you compensate by giving out more treasure as well) unless you want to speed up character progression.

EXPERIENCE PENALTIES

Characters can lose experience points by casting certain spells or creating magic items. This allocation of personal power serves a specific game function: It limits and controls these activities, as well as making them interesting choices for players. In general, however, you shouldn't use experience penalties in any other situation. While awards can be used to encourage behavior, penalties don't serve to discourage bad behavior. They usually only lead to arguments and anger. If a player behaves in a way you don't want him to behave, talk to him about it. If he continues, stop playing with him.

DEATH AND EXPERIENCE POINTS

If a character takes part in an encounter, even if he dies during the encounter, that character gets a share of the experience points. If a character dies and is raised, the awarded experience points are granted to him after he comes back from the dead (and after he loses the level from death, if appropriate).

TREASURE AND OTHER REWARDS

Unless you're making up an adventure as you go, you assign treasure as you make up encounters. The rules for treasure and other rewards appear in Chapter 3: Adventures.

CHARACTER DEATH

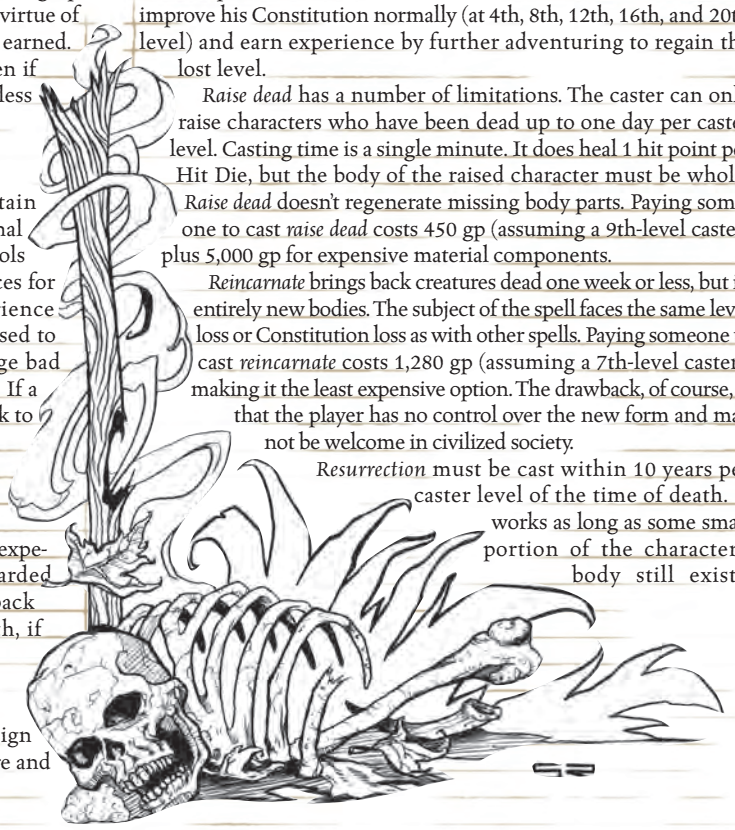
It happens. Adventuring is a high-risk enterprise. Characters in your campaign will die, sometimes because they were reckless and sometimes because luck was against them. Fortunately, D&D is a game, and death doesn't have to be the end.

Raise dead, *reincarnation*, *resurrection*, and *true resurrection* can return characters to life. Bringing Back the Dead, on page 171 of the *Player's Handbook*, briefly discusses all four. Any creature brought back to life loses one level of experience, unless brought back with *true resurrection*. The character's new XP total is midway between the minimum needed for his new level and the minimum needed for the next one. If the character was 1st level, he loses 2 points of Constitution instead of losing a level. This level loss or Constitution loss cannot be repaired by any mortal spell, even *wish* or *miracle*. Still, the revived character can improve his Constitution normally (at 4th, 8th, 12th, 16th, and 20th level) and earn experience by further adventuring to regain the lost level.

Raise dead has a number of limitations. The caster can only raise characters who have been dead up to one day per caster level. Casting time is a single minute. It does heal 1 hit point per Hit Die, but the body of the raised character must be whole. *Raise dead* doesn't regenerate missing body parts. Paying someone to cast *raise dead* costs 450 gp (assuming a 9th-level caster) plus 5,000 gp for expensive material components.

Reincarnate brings back creatures dead one week or less, but in entirely new bodies. The subject of the spell faces the same level loss or Constitution loss as with other spells. Paying someone to cast *reincarnate* costs 1,280 gp (assuming a 7th-level caster), making it the least expensive option. The drawback, of course, is that the player has no control over the new form and may not be welcome in civilized society.

Resurrection must be cast within 10 years per caster level of the time of death. It works as long as some small portion of the character's body still exists.



Illus. by S. Raller

BEHIND THE CURTAIN: EXPERIENCE POINTS

The experience point award for encounters is based on the concept that 13.33 encounters of an EL equal to the player characters' level allow them to gain a level.

Thirteen or fourteen encounters can seem to go by very quickly. This is particularly true at low levels, where most of the encounters that characters take part in are appropriate for their levels. At higher levels, the PCs face a varied range of Encounter Levels (more lower than higher, if they're to survive) and thus gain levels somewhat more slowly. Higher-level characters also tend to spend more and more time interacting with each other and with NPCs, which results in fewer XP over time.

With this information in mind, you can roughly gauge how quickly the PCs in your game will advance. In fact, you can control it. You are in charge of what encounters happen and the circumstances in which they occur. You can predict at what level the characters will reach the dark temple and prepare accordingly. If it turns out that you predicted incorrectly, you can engineer encounters to allow them to reach the appropriate level or increase the difficulty of the temple encounters as needed.

Published adventures always provide a guideline for which levels of characters are appropriate to play. Keep in mind that this information is based on character power as well as expected treasure. Table 5–1: Character Wealth by Level gives a guideline for about how much treasure a character of a certain level should possess. This guideline is based on the (slightly more than) thirteen-encounters-per-level formula and assumes average treasures were given out. If you use a published adventure but tend to be generous with experience points, you might find that the characters in your group don't have as much treasure as the scenario assumes. Likewise, if you're stingy with experience points, the characters will probably gain treasure faster than levels. Of course, if you're stingy or generous with both treasure and experience points, it might just all even out.

Casting time is a full 10 minutes. It heals the character completely when cast, but the character suffers the same level loss or Constitution loss as with *raise dead*. Paying someone to cast *resurrection* costs 910 gp (assuming a 13th-level caster) plus 10,000 gp for expensive material components.

True resurrection, like *resurrection*, can be cast on a character who has been dead for up to 10 years per caster level. No part of the deceased is required for the spell. Casting time is a full 10 minutes. *True resurrection* restores a character completely, with no loss of level or Constitution. This is the most expensive of these spells to have cast. Paying someone to cast *true resurrection* costs 1,530 gp (assuming a 17th-level caster) plus 25,000 gp for expensive material components.

MAKING A NEW CHARACTER

A player may decide that he wants to make a new character rather than continue adventuring with his existing one. Or maybe you've recruited a new player for your campaign. When a player makes a new character for your game, you have an important choice to make: What level will the new character be?

In general, D&D encourages continuity of characters in the adventuring group. Players get a greater sense of accomplishment if they develop their characters over time. The group is more effective—and has more fun—if they learn the strengths, weaknesses, and quirks of the PCs they're adventuring with. A sense of teamwork is hard to develop if the roster of PCs is always shifting.

But there are times when making a new character is the best option. Under the following circumstances, a new character may be warranted.

- A new player joins the campaign.
- An existing PC dies, and the party doesn't have access to magic that brings him back to life.
- An existing PC is unable to adventure for an extended period of time. Perhaps he was turned to stone by a medusa cult, which then absconded with the statue. The rest of the party intends to rescue him, but until that happens, he should have another character to play so he's not left out.
- The players find they don't have a character to cover a key party role. If the player of the sole PC cleric moves away, another player might make up a new cleric so the party still has access to healing magic.
- An existing PC has become difficult to play, and the player is amenable to a new character. Perhaps you allowed an ogre barbarian PC into your game, but the players find they prefer political intrigues and urban adventures.
- A player is eager to try a new race or class.

How you handle each of these situations is up to you. Choosing a level for the new character is matter of finding the balance point where a new character is viable and fun to play without outshining the other PCs.

Under most circumstances, a new character should begin play at the beginning of the level lower than the player's previous PC. For example, if a player wants his 9th-level paladin to ride off into the sunset, his new character starts with 28,000 XP, the beginning of 8th level. A new player should create his first character at the beginning of the level where the lowest-level existing PC is.

In some circumstances, you might want to be more lenient. If the lowest-level PC is magically imprisoned, you can let that player create a new, temporary character at the same level until the original PC is rescued. But avoid situations where a player would be punished for sticking with an existing PC rather than creating a new one. It's bad for continuity if a player picks a brand-new 10th-level character over a longtime PC who will come back from the dead at 9th level.

You also need to tell the player creating the new character how much gear to have. The new PC should have the proper equipment to be an effective character, but his weapons, armor, and magic items shouldn't be so good that they inspire jealousy among the other players. Two factors determine how much gear to allow: the average amount of gear among the other PCs and whether the new PC will have access to an old PC's gear.

As long as your campaign is reasonably close to the PC gear guidelines outlined in Creating PCs above 1st Level (page 199), you can use Table 5–1: Character Wealth by Level to set the gear. For example, a new 13th-level character should have 110,000 gp in gear. If your characters are more than 20% higher or lower than the values on the table, adjust the gear value for the new character by the same percentage. If the three 12th-level characters each have 132,000 gp in equipment (50% above the norm of 88,000), give a new 11th-level character 99,000 gp (50% above the norm of 66,000).

If the new character is replacing an old PC, reduce the treasure amount by whatever the old PC leaves behind. For example, if a player creates a new 3rd-level druid because his 4th-level druid died, he can just pick up the old PC's gear and use it, rather than getting a gear allowance from you. But if the player makes a 3rd-level rogue instead, the gear of a 4th-level druid won't be as useful. If the party sells the druid's gear for 1,000 gp, give the new 3rd-level rogue a gear allowance of 1,700 gp so the character will have a total of 2,700 gp in equipment. If the party instead buries the druid with his equipment, give the rogue 2,700 gp worth of equipment.

As a general rule, a new character can spend no more than half his total wealth on a single item, and no more than one quarter the total wealth on consumables such as ammunition, scrolls, potions, wands, or alchemical items.

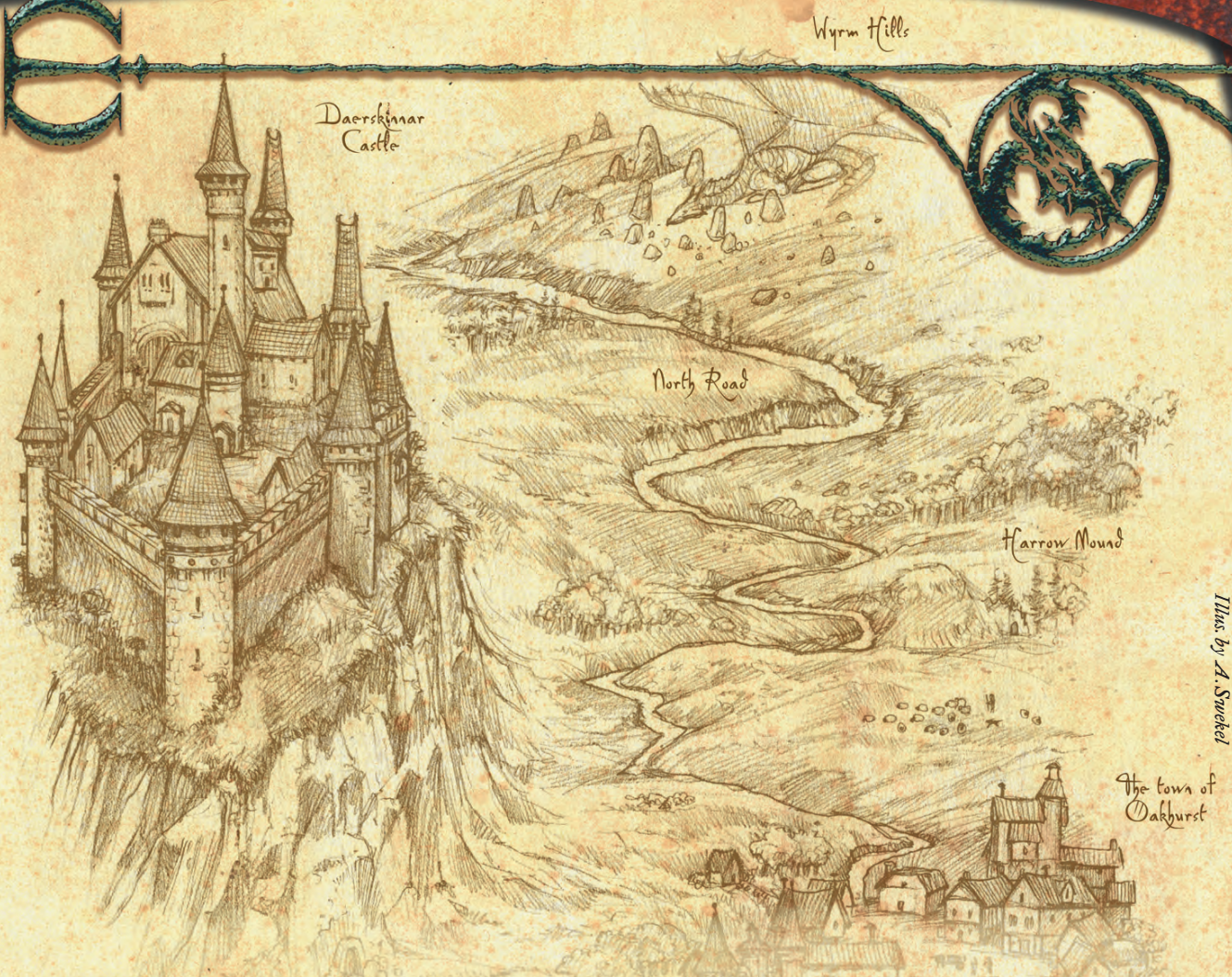
BEHIND THE CURTAIN: WHEN A PC FALLS BEHIND

D&D works best when all the PCs are within a level or two of each other. The classes are carefully balanced against each other at each level, and the Challenge Rating system gives you great freedom to design appropriate challenges that are fun for everyone at the table.

But often an unlucky PC—or the PC of a sometimes-absent player—will fall behind the rest of the party. If the difference is one or two levels, you don't need to do anything special. The experience point system gives bigger awards to lower-level PCs, so a character who's behind by a level or two will naturally catch up over time. For example, if a party of three 9th-level PCs and one 7th-level PC defeat a CR 9 vrock, the 9th-level PCs each get 675 XP (2,700 ÷ 4), but the 7th-level PC gets (4,200 ÷ 4) 1,050 XP.

The experience point system will diminish a three-level gap over time, but it might not erase it. And a PC four or more levels behind the rest of the party is a recipe for trouble. An encounter challenging to the rest of the party is overwhelming to the lowest-level character, increasing the likelihood that character will die—and thus fall further behind. The player of the lowest-level character might feel like his character can't do anything useful, and the other players might resent having to keep the lowest-level character out of harm's way.

If a PC falls that far behind the rest of the party, take action to restore a semblance of balance. You can discuss a new character with the player, write a solo adventure for that character to earn the XP needed to catch up, or design encounters that simultaneously provide challenges appropriate for the low-level player and the rest of the PCs.



Illus. by A. Swekel

Creating adventures is one of the great benefits of being a Dungeon Master. It's a way to express yourself creatively, designing fantastic places and events filled with monsters and imaginative elements of all kinds. When you design an adventure, you call the shots. You do things exactly the way you want to. Designing an adventure can be a lot of work, but the rewards are great. Your players will thrill at the challenges and mysteries you have created for them. Experienced DMs pride themselves on masterful adventures, creative new situations and locales, and intriguing NPCs. A well-honed encounter—whether it's a monster, a trap, or an NPC who must be reasoned with—can be a thing of beauty.

"What is an adventure?" isn't as easy a question to answer as you might think. While a campaign is made up of adventures, it's not always clear where one adventure ends and another begins. Adventures can be so varied that it's tough to pin down the basics. This chapter is going to try to help you do that.

An adventure starts with some sort of hook, whether it's a rumor of treasure in an old, abandoned monastery or a plea for help from the queen. The hook is what draws the PCs into the action and gets them to the point where the story of the adventure truly begins. This point might be a location (such as the monastery or the queen's palace) or an event (the theft of the queen's scepter, which the PCs are tasked with recovering).

Adventures are broken down into encounters. Encounters are typically keyed to areas on a map that you have prepared. Encounters can also be designed in the form of if/then statements: "If the PCs wait outside the druid's grove for more than an hour, then his three trained dire bears attack." The encounters of an adventure are all linked in some way, whether in theme (all the encounters that occur as they travel from the City of Greyhawk to the Crystalmist Mountains), location (all the encounters in the ruins of Castle Temerity), or events (all the encounters that occur as the PCs attempt to rescue the mayor's son from Rahurg the ogre king).

MOTIVATION

Motivation is what drives the adventure—it's what gets the PCs involved in whatever you have designed for them to do. If the PCs aren't motivated, they won't do what you want them to, and all your work will be wasted. Greed, fear, revenge, need, morality, anger, and curiosity are all powerful motivators. So, of course, is fun. Never forget that last one.

Writing an adventure with strong motivation is really a matter of knowing what style of game you and your players prefer (see page 7 for a discussion of different playing styles).

TAILORED OR STATUS QUO

Tailored motivations are ones that you have specifically designed with your group's PCs in mind. Here are just a few of many possible examples.

- The PCs are a hardened group of mercenaries, not interested in the pleas of innocents or the stories of evil that threatens some good kingdom. However, they are quite interested in gold. . . .
- Nebin the wizard has been slain by the gargoyles in the Caverns of Dread. Now the other PCs seek a means to raise him. They know of a good-hearted cleric of Pelor to the south, in the city of Dyvers. When

they arrive, the cleric is willing to raise Nebin, but only if the PCs help him by ridding the temple's lower level of wererats. . . .
- You know that the party has just finished clearing out a wizard's tower and has lots of treasure. Therefore, you don't lure them to the next adventure using the promise of gold, but instead with the rumor that the wizard isn't dead, but has risen as a vampire and has sworn revenge. . . .
- Tordek's brother Ralcoss comes to the PCs, explains that a terrible tragedy has beset the dwarven city of Dumadan, and asks for their help . . .

A status quo motivation isn't really a motivation in the strict sense of the word. It's the fact that (for instance) adventure awaits in the Lost Valley for anyone who dares brave the wyvern-haunted cliffs that surround the place. The PCs can go there or not, depending on how they feel.

While a tailored motivation is good for ensuring that the PCs end up in the adventure you have designed and for letting the players feel that their characters have a real place in the world, a status quo motivation allows you to set up situations unrelated to the PCs specifically. Doing this creates a sense of perspective, the feeling that the campaign world is a real place that extends beyond the PCs.

STRUCTURE

An adventure runs its course from the beginning to an ending. Some adventures are completed in an hour. Others take months of playing sessions. Length is up to you, although it's smart to plan ahead and know roughly how many sessions an adventure will last (and make sure that the current group of players can commit to that length). Following are some guidelines to keep in mind for structuring good adventures and avoiding bad ones.

GOOD STRUCTURE

Good adventures are fun. That's an easy generalization, but it's also true. An adventure that everyone enjoys likely includes the following features.

Choices: A good adventure has at least a few points where the players need to make important decisions. What they decide should have significant impact on what happens next. A choice can be as simple as the players deciding not to go down the corridor to the left (where the pyrohydra waits for them) and instead going to the right (toward the magic fountain), or as complex as the PCs deciding not to help the queen against the grand vizier (so that he ends up being assassinated and the vizier's puppet gains the throne).

ONE HUNDRED ADVENTURE IDEAS

Use the following list for spur-of-the-moment adventure seeds or for generating ideas.

d%	Adventure Idea
1	Thieves steal the crown jewels.
2	A dragon flies into a town and demands tribute.
3	The tomb of an old wizard has been discovered.
4	Wealthy merchants are being killed in their homes.
5	The statue in the town square is found to be a petrified paladin.
6	A caravan of important goods is about to leave for a trip through a dangerous area.
7	Cultists are kidnapping potential sacrifices.
8	Goblins riding spider eaters have been attacking the outskirts of a town.
9	Local bandits have joined forces with a tribe of bugbears.
10	A blackguard is organizing monsters in an area.
11	A gate to the lower planes threatens to bring more demons to the world.
12	Miners have accidentally released something awful that once was buried deep.
13	A wizards' guild challenges the ruling council.
14	Racial tensions rise between humans and elves.
15	A mysterious fog brings ghosts into town.
16	The holy symbol of a high priest is missing.
17	An evil wizard has developed a new kind of golem.
18	Someone in town is a werewolf.
19	Slavers continue to raid a local community.
20	A fire elemental escapes from a wizard's lab.
21	Bugbears are demanding a toll on a well-traveled bridge.
22	A *mirror of opposition* has created an evil duplicate of a hero.
23	Two orc tribes wage a bloody war.
24	New construction reveals a previously unknown underground tomb.
25	A nearby kingdom launches an invasion.
26	Two well-known heroes fight a duel.
27	An ancient sword must be recovered to defeat a ravaging monster.
28	A prophecy foretells of coming doom unless an artifact is recovered.
29	Ogres kidnap the mayor's daughter.
30	A wizard is buried in a trap-filled tomb with his powerful magic items.
31	An enchanter is compelling others to steal for him.
32	A shapechanged mind flayer is gathering mentally controlled servitors.
33	A plague brought by wererats threatens a community.
34	The keys to disarming all the magic traps in a wizard's tower have gone missing.
35	Sahuagin are being driven out of the sea to attack coastal villages.
36	Gravediggers discover a huge, ghoul-filled catacomb under the cemetery.
37	A wizard needs a particularly rare spell component found only in the deep jungle.
38	A map showing the location of an ancient magic forge is discovered.
39	Various monsters have long preyed upon people from within the sewers of a major city.
40	An emissary going into a hostile kingdom needs an escort.
41	Vampires are preying upon a small town.
42	A haunted tower is reputed to be filled with treasure.
43	Barbarians begin tearing up a village in a violent rage.
44	Giants steal cattle from local farmers.
45	Unexplained snowstorms bring winter wolves into an otherwise peaceful area.
46	A lonely mountain pass is guarded by a powerful sphinx denying all passage.
47	Evil mercenaries begin constructing a fortress not far from a community.
48	An antidote to a magic poison must be found before the duke dies.
49	A druid needs help defending his grove against goblins.
50	An ancient curse is turning innocent people into evil murderers.
51	Gargoyles are killing giant eagles in the mountains.
52	Mysterious merchants sell faulty magic items in town and then attempt to slink away.
53	A recently recovered artifact causes arcane spellcasters' powers to go awry.
54	An evil noble puts a price on a good noble's head.
55	Adventurers exploring a dungeon have not returned in a week.

continued on next page

Difficult Choices: When a choice has a significant consequence, it should sometimes be a difficult one to make. Should the PCs help the church of Heironeous wage war on the goblins, even though the conflict will almost certainly keep them from reaching the Fortress of Nast before the evil duke summons the slaadi assassins? Should the PCs trust the words of a dragon, or ignore his warning?

Different Sorts of Encounters: A good adventure should provide a number of different experiences—attack, defense, problem-solving, roleplaying, and investigation. Make sure you vary the kinds of encounters the adventure provides (see Encounters, page 48).

Exciting Events: Like a well-told story, a good adventure should have rising and falling tension. This sort of pacing is easier to accomplish with an event-based adventure (since you have more control over when each encounter takes place), but it's possible in a site-based adventure to design a locale where the encounters are likely to occur in a desired fashion. Make sure to pace events appropriately. Start slowly and have the action build. A climactic encounter always makes for a good ending.

Encounters that Make Use of PC Abilities: If the party's wizard or sorcerer can cast *fly*, think about incorporating aerial encounters into the adventure. When there's a cleric along, occasionally include undead that he can use his turning ability on. If the party has a ranger or a druid, include encounters with animals (dire animals can make challenging encounters for even mid- to high-level PCs; see the *Monster Manual* for more information). The advice to remember is "Everyone gets a chance to shine." All abilities available to PCs were designed to make the characters better, but an ability (or a spell) that a character never gets to use is a waste.

BAD STRUCTURE

Try to avoid the pitfalls described below.

Leading the PCs by the Nose: A bad event-based adventure is marked by mandates restricting PC actions or is based on events that occur no matter what the PCs do. For example, a plot that hinges on the PCs finding a mysterious heirloom, only to have it stolen by NPCs, is dangerous—if the players invent a good way to protect the heirloom, they won't like having it stolen anyway just because that's what you had planned beforehand. The players end up feeling powerless and frustrated. No matter what, all adventures should depend upon player choices, and players should feel as though what they choose to do matters. The results should affect the campaign setting (albeit perhaps in minor ways), and they should have consequences (good or bad) for the PCs.

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56 The funeral for a good fighter is disrupted by enemies he made while alive.
57 Colossal vermin are straying out of the desert to attack settlements.
58 An evil tyrant outlaws nonofficially sanctioned magic use.
59 A huge dire wolf, apparently immune to magic, is organizing the wolves in the wood.
60 A community of gnomes builds a flying ship.
61 An island at the center of the lake is actually the top of a strange, submerged fortress.
62 Buried below the Tree of the World lies the Master Clock of Time.
63 A child wanders into a vast necropolis, and dusk approaches quickly.
64 All the dwarves in an underground city have disappeared.
65 A strange green smoke billows out of a cave near a mysterious ruin.
66 Mysterious groaning sounds come from a haunted wood at night.
67 Thieves steal a great treasure and flee into *Mordenkainen's magnificent mansion.*
68 A sorcerer attempts to travel ethereally but disappears completely in the process.
69 A paladin's quest for atonement leads him to a troll lair too well defended for him to tackle alone.
70 A kingdom known for its wizards prepares for war.
71 The high priest is an illusion.
72 A new noble seeks to clear a patch of wilderness of all monsters.
73 A bulette is tearing apart viable farmland.
74 An infestation of stirges drives yuan-ti closer to civilized lands.
75 Treants in the woods are threatened by a huge fire of mysterious origin.
76 Clerics who have resurrected a long-dead hero discover she's not what they thought.
77 A sorrowful bard tells a tale of his imprisoned companions.
78 Evil nobles create an adventurers' guild to monitor and control adventurers.
79 A halfling caravan must traverse an ankheg-infested wilderness.
80 All the doors in the king's castle are suddenly *arcane locked* and *fire trapped.*
81 An innocent man, about to be hanged, pleads for someone to help him.
82 The tomb of a powerful wizard, filled with magic items, has sunk into the swamp.
83 Someone is sabotaging wagons and carts to come apart when they travel at high speed.
84 A certain kind of frogs, found only in an isolated valley, fall like rain on a major city.
85 A jealous rival threatens to stop a well-attended wedding.
86 A woman who mysteriously vanished years ago is seen walking on the surface of a lake.
87 An earthquake uncovers a previously unknown dungeon.
88 A wronged half-elf needs a champion to fight for him in a gladiatorial trial.
89 At the eye of the storm that tears across the land lies a floating citadel.
90 People grow suspicious of half-orc merchants peddling gold dragon parts in the market.
91 An absentminded wizard lets his *rod of wonder* fall into the wrong hands.
92 Undead shadows vex a large library, especially an old storeroom long left undisturbed.
93 The door into an abandoned house in the middle of town turns out to be a magic portal.
94 Barge pirates make a deal with a covey of hags and exact a high toll to use the river.
95 Two parts of a magic item are in the hands of bitter enemies; the third piece is lost.
96 A flight of wyverns is preying upon sheep as well as shepherds.
97 Evil clerics gather in secret to summon a monstrous god to the world.
98 A city faces a siege by a force of humans, duergar, and gnolls.
99 A huge gemstone supposedly lies within a ruined monastery.
100 Lizardfolk riding dragon turtles sell their services as mercenaries to the highest bidder.

PCs as Spectators: In this kind of bad adventure, NPCs accomplish all the important tasks. There might be an interesting story going on, but it's going on around the PCs, and they have very little to do with it. As much as you might like one of your NPCs, resist the urge to have him accomplish everything instead of letting the PCs do the work. As great as it might be to have your big NPC hero fight the evil wizard (also an NPC) threatening the land, it's not much fun for the players if all they get to do is watch.

Deus ex Machina: Similar to the "PCs as spectators" problem is the potential pitfall of the *deus ex machina*, a term used to describe the ending to a story in which the action is resolved by the intervention of some outside agency rather than by the characters' own actions. Don't put the PCs in situations in which they can only survive through the intervention of others. Sometimes it's interesting to be rescued, but using this sort of "escape hatch" gets frustrating for the players quickly. Players would rather defeat a young dragon on their own than face an ancient wyrm and only defeat it because a high-level NPC teleports in to help them.

Preempting the Characters' Abilities: It's good to know the PCs' capabilities, but you shouldn't design adventures that continually countermand or foil what they can do. If the wizard just learned *fireball*, don't continually throw fire-resistant foes at him. Don't create dungeons where *fly* and *teleport* spells don't work, just because it's more difficult to design challenging encounters for characters with those capabilities. Use the PCs' abilities to allow them to have more interesting encounters—don't arbitrarily rule that their powers suddenly don't work.

THE FLOW OF INFORMATION

Much of the structure of an adventure depends on what the PCs know and when they learn it. If they know that there's a dragon at the bottom of the dungeon, they will conserve their strength for that encounter and have proper spells and strategies prepared. When they learn the identity of a traitor, they will probably act on this information immediately. If they learn too late that their actions will cause a cavern complex to collapse, they won't be able to keep it from happening.

Don't give away the whole plot in one go, but do give the players some new bit of knowledge every so often. For example, if the drow elves are the secret masters behind an uprising of giants, slowly reveal clues to that fact. Information gained while fighting the hill giants leads the PCs to the frost giants, which in turn garners them clues that take them to the fire giants. Only among the fire giants do the PCs encounter information that leads them to understand that the drow are involved. And thus the final encounter with those drow masters is made all the more dramatic.

In some situations, the PCs know everything they need to know before the adventure begins. That's okay. Occasionally, there is no mystery. For example, the adventurers learn that a haunted tower in the woods is inhabited by a vampire and his minions. They go in with stakes and holy water, slay a bunch of undead, and finally meet up with the vampire and take him out. That's a fine adventure. Sometimes, however, a surprise that the PCs never could have seen coming makes it all the more interesting—the vampire turns out to be a good-aligned undead resisting his bloodlust but slowly succumbing to the temptation of an erinyes devil who lives under the church back in town. Both the "no surprises" and the "unexpected twist" structures work well, so long as you avoid overusing either.

Divination Magic

Keep divination magic in mind when predetermining how you're going to control the flow of information. Don't deny the spells their potency. Instead, learn what they can and cannot do, and plan for the PCs to use them. (See Handling Divinations, page 34). After all, if you have assumed that they would cast the proper spells and they don't use what's available to them, they deserve to fail.

SITE-BASED ADVENTURES

The Tomb of Horrors, the Temple of Elemental Evil, the Ghost Tower of Inverness—these are places of legend, mystery, and adventure. If you create an adventure based around some place—a dungeon, a ruin, a mountain, a valley, a cave complex, a wilderness, a town—then you have created a site-based adventure. Site-based adventures revolve around a map with a key, detailing important spots on that map. Encounters in the adventure are triggered when the PCs enter a new location at the site. The implication is that each encounter describes what occurs at that site when the PCs arrive (or arrive for the first time).

Creating a site-based adventure involves two steps: drawing a map and keying the encounters.

Draw a Map: Graph paper is useful for mapping out dungeons, because you can assign a scale for the squares, such as 5 feet or 10 feet per square. The printed gridlines also aid in drawing straight lines (particularly useful when you're mapping the interior of a

ADVENTURE WRITER'S CHECKLIST

If you want to write an adventure but aren't sure where to start, just work your way down the checklist below. Each entry corresponds to a section found later in this chapter.

- Brainstorm one or more motivations for the adventure, keeping in mind the style of play you prefer. Why will the PCs put their lives at risk?
- Decide whether you want a site-based adventure, an event-based adventure, or an adventure that incorporates both.
- If it's a site-based adventure, imagine where the adventure will take place. You don't need to know every detail yet, just a broad sense of what the place is like.
- If it's an event-based adventure, imagine the starting scene, a likely climax scene, and a few "set piece" intermediate scenes you think would be fun.
- Choose the most important antagonists for the PCs. If allies, patrons, or other NPCs are important, think about them too.
- Begin assembling your adventure. If it's a site-based adventure, sketch out the site and decide where your important NPCs spend most of their time. If it's an event-based adventure, identify the most likely sequences of events that take the PCs from the beginning scene to the climax, hitting one or more of the important intermediate scenes along the way.
- Fill in the details. Create the areas and scenes that aren't integral to the adventure but may be fun or challenging nonetheless. Draw the maps you'll need, build the NPCs, and create any random encounters you want for the adventure.
- Check your work. Examine what you've done, but think like your players. Is there a clever way to bypass many of the adventure's challenges? Think of ways to reward cleverness without rendering the adventure obsolete.

Now that you've worked your way down the checklist, here's a secret: You don't have to do the items in order. You can just as easily start by saying, "I want to write an adventure with mind flayer assassins as the main villains," starting with the antagonists and making the other choices later. You might design a site first, then figure out how to entice the characters inside. But it's always a good idea to start with motivation, because it's the energy that gets your adventure off the ground.

building or a dungeon). Mark important areas with numbers or letters that reference the map key. Make notes on the map describing anything of importance, including room contents (statues, pools, furniture, pillars, steps, pits, curtains, and so on). Plan out which areas are linked by similar or allied inhabitants. Place traps, taking care to note particularly the location of trap triggers. Consider spell ranges—if an NPC wizard is in a particular area and you know that he might cast a particular spell, save yourself time during the playing of the adventure by noting now how far the spell effect can extend.

As you map out the site, think about how you'll depict each area at the gaming table. It's a bad idea, for example, to design a site with many areas that are larger than the grid you place your miniatures on. If it's likely that characters will travel back and forth between two adjacent rooms, make each of the rooms small enough to fit both of them on the tabletop grid at the same time.

Remember that the player characters are catalysts for change. While you play, note changes caused by the PCs' presence—possibly even writing them directly on the map. That way it's easier to remember, on the second time they pass through an area, which doors they have knocked down, which traps they have triggered, which treasures they have looted, which guardians they have defeated, and so forth.

Create a Key: A map key is a set of notes (as detailed or brief as you need them to be) detailing each area's contents, NPCs (description, statistics, possible actions), and whatever else makes the place special. For example, on an outdoor map you might mark an area that triggers a landslide if crossed, a bridge over the river guarded by lizardfolk, and the lair of a basilisk—complete with details about the interior of the lair and the treasure formerly in the possession of the half-eaten, petrified victims in the back. Each entry should include the game information needed to run that encounter. If an area has nothing to write about, don't bother marking it on the key.

Most dungeon adventures are site-based. See The Dungeon, page 57, as well as the sample dungeon adventure that begins on page 78.

A site-based adventure allows the PCs to drive the action. If they come to a fork in the path, they're free to choose whichever way they want. It doesn't matter which path they choose, or if they never go down one path at all. The characters can leave the location and come back, often resuming the adventure exactly where they left off (although some aspects of the site may have changed, depending on how static the site is; see below).

A site-based adventure is easy to run once you've made all the preparations. All the information is right there in front of you, on the map and in the key. Between the two of them, you should be able to handle any sort of action the PCs may take during the adventure.

Site-based adventures often lure PCs based simply on the reputation of the site, but sometimes an event triggers a site-based adventure, drawing the PCs to the location. Once they are at the site, your map and its key come into play.

STATIC OR DYNAMIC

Sometimes a site-based adventure takes place at a static location. The map depicts an old ruin filled with monsters, shows where the ancient treasures are located within the ruin, where the traps or danger spots are located, and so on. The PCs can arrive at this location at any time, stay as long as they desire, leave whenever they want, and come back later to find the site pretty much the same as they left it (although more monsters may have taken up residence, or a few may have wandered off; maybe a trap has been triggered by a monster and no longer threatens the PCs, or a trap the PCs previously triggered has been reset).

Designing a static site-based adventure is fairly easy. You don't have to think much about how the residents of the various encounter areas interact, and each encounter area need only be designed with the most immediate implications in mind—namely, what happens when the PCs arrive?

By contrast, a good example of a dynamic site is a drow fortress-temple. A dynamic site usually involves some sort of intelligent organization. As the PCs move around the site, they discover that actions in certain areas affect encounters in other areas. For example, if the PCs kill two of the drow priestesses in the fortress-temple but allow a third one to escape, the fortress-temple mobilizes its populace—now, defenders are moving around from location to location and are much more likely to attack any unknown intruders rather than ask questions. Perhaps the two dead priestesses rise from the dead as vampires and start creating vampire spawn as bodyguards.

Designing a dynamic site is more complicated than designing a static one. In addition to creating a map and a key—both of which might be updated significantly as the adventure develops—you must address the following issues as well.

- Formulate defensive plans for the inhabitants. "If attacked, the guards use the gong to raise the alarm. The sound of the gong can be heard in areas A, B, and D. The inhabitants in those areas hastily don hide armor (5 rounds) and overturn tables to give themselves cover. The sorcerer in area B casts *mass invisibility* on himself and the barbarian."
- Develop conditional requirements for various areas. "If anyone disturbs the three unholy gems upon the altar, the Infernal Gates in area 5 open, allowing access to the City of Dis but also calling 3d4 barbazu devils, who live in the dungeon by day and come out at night to raid the countryside in a 5-mile radius."
- Determine the inhabitants' long-term plans. "In a month's time, the goblins will have completed the wall in area 39. With that defense to fall back on, they begin the assault on the kobold caves in areas 32 through 37. If no one intervenes, the goblins will clear out the kobolds in three weeks and the goblin adept will gain the *wand of lightning bolt* stored in the secret vault in area 35."

EVENT-BASED ADVENTURES

The death of the king. The Rain of Colorless Fire. The carnival's arrival in town. Unexplained disappearances. Merchants of Druus looking for caravan guards. Events can lead to adventures, drawing the PCs in and getting them involved in amazing predicaments.

When you create an an event-based adventure, you structure it in the form of "Something happens, and if the PCs do *this*, then *that* happens. . . ." An event-based adventure is built around a series of events influenced by the PCs' actions. The PCs' reactions change the events that occur, or the order in which they occur, or both.

In an event-based adventure, the PCs usually have a goal or a mission beyond "Kill all the monsters" or "Get as much treasure as possible" or even "Explore this area." The adventure instead focuses on the adventurers trying to accomplish something specific. The encounters in the adventure occur as an offshoot of that effort—either as a consequence of their actions, or as opposing forces attempting to stop them, or both.

This kind of adventure is often described as story-based, because it's more like a book or a movie and less like exploration of a passive site. An event-based adventure usually doesn't use a room-by-room key of a location but instead consists of notes on which events occur when. Two of the best ways to organize these notes are in the form of a flowchart or a timeline.

Flowchart: By drawing connected boxes or circles with event descriptions in them, it's easy to visually track the flow of events: "As the PCs investigate the murder, they question the innkeeper. He tells them that he saw someone suspicious hanging around the back of the livery last night. If they ask specifically about Greg-

ory, he tells them where he lives." In this example, the flowchart has two lines drawn away from the innkeeper. One goes to the livery and the other goes to Gregory's house, since those are the two likely paths the PCs will take next.

Timeline: Another way to organize an event-based adventure is by the passage of time. A timeline starts when the PCs get involved in the story (or sometimes even before then). It marks what happens when: "One day after the PCs arrive in town, Joham comes to them pleading for help. The next day, Joham is found dead in his room at the inn. That evening, Gregory comes to the inn, poking around for information to see if the body has been found."

Combination: An event-based adventure might use both a flowchart and a timeline that are closely integrated: "If the PCs ask the innkeeper about Gregory on the day after the murder, he tells them where he lives. The following morning, Gregory shows up at the inn, heavily disguised, and convinces the innkeeper that he is being framed for the murder. He agrees to hide him. If the PCs ask the innkeeper about Gregory after this occurs, he gives them the location of his house—but he also tells the PCs (untruthfully) that Gregory has been away from town on a trip for the last several days."

Random Encounters: Even in an adventure driven by events, an encounter unrelated to the flow of events can serve to emphasize (or distract from) the ongoing plot. See Table 3–28: Urban Encounters, page 102, for an example of an event-based random encounter table.

THE END (?)

Eventually, each adventure comes to an end. A climactic encounter places a nice capstone on an adventure, particularly if it's one that the players have seen coming. (If the ogres they have been fighting have been referring to a dragon, then an encounter with the dragon is a suitable ending.)

Many adventures require a denouement—some wrap-up to deal with the aftermath of the final encounter. This can be the time when the PCs discover what treasure is in the dragon's hoard, a dramatic scene in the king's court in which he thanks the adventurers for slaying the dragon and passes out knighthoods all around, or a time to mourn those comrades who did not survive the battle. Generally, the denouement should not take nearly as long as the climax itself.

As with movies and books, adventures sometimes deserve sequels. Many adventures lead directly into new adventures for the PCs, relating to what they have accomplished or discovered. If the characters just destroyed the fortress of the evil overlord, they may find clues within the fortress that betray the identity of a traitor on the town council who has been secretly aiding the warlord. Perhaps the overlord's orc minions fled the site—where did they go? (Orcs, no matter where they go, are sure to cause trouble!) Suppose bandits attacked the adventurers while they were on their way to the overlord's fortress—going back now and finding the bandits' lair is an adventure of both justice and vengeance.

ENCOUNTERS

As interesting as it is to talk about adventures (and the stories behind them), the game is really composed of encounters. Each individual encounter is like its own game—with a beginning, a middle, an end, and victory conditions to determine a winner and a loser.

TAILORED OR STATUS QUO

Just as with motivations, encounters can be tailored specifically to the PCs or not. A tailored encounter is one in which you take into consideration that the wizard PC has a *wand of invisibility* and the fighter's AC is 23. In a tailored encounter, you design things to fit the PCs and the players. In fact, you can specifically design something for each PC to do—the skeletal minotaur is a challenge for the barbarian, another skeleton with a crossbow is on a ledge that only the rogue can reach, only the monk can leap across the chasm to pull the lever to raise the portcullis in front of the treasure, and the cleric's *hide from undead* spell allows him to get to the treasure the skeletons are guarding while the battle rages.

A status quo encounter forces the PCs to adapt to the encounter rather than the other way around. Bugbears live on Clover Hill, and if the PCs go there, they encounter bugbears, whether bugbears are an appropriate encounter for them or not. This kind of encounter gives the world a certain verisimilitude, and so it's good to mix a few in with the other sorts of encounters.

If you decide to use only status quo encounters, you should probably let your players know about this. Some of the encounters you place in your adventure setting will be an appropriate challenge for the PCs, but others might not be. For instance, you could decide where the dragon's lair is long before the characters are experienced enough to survive a fight against the dragon. If players know that the setting includes status quo encounters that their characters might not be able to handle, they will be more likely to make the right decision if they come upon a tough encounter. That decision, of course, is to run away and fight again another day (when the party is better equipped to meet the challenge).

CHALLENGE RATINGS AND ENCOUNTER LEVELS

A monster's Challenge Rating (CR) tells you the level of the party for which that monster is a good challenge. A monster of CR 5 is an appropriate challenge for a group of four 5th-level characters. If the characters are of higher level than the monster, they get fewer XP because the monster should be easier to defeat. Likewise, if the characters are of lower level than a monster's Challenge Rating, the PCs get a greater award.

Parties with five or more members can often take on monsters with higher CRs, and parties of three or fewer are challenged by monsters with lower CRs. The game rules account for these facts by dividing the XP earned by the number of characters in the party (see Rewards, page 36).

Multiple Monsters and Encounter Levels

Obviously, if one monster has a given Challenge Rating, more than one monster represents a greater challenge than that. You can use Table 3–1: Encounter Numbers to determine the Encounter Level of a group of monsters, as well as to determine how many monsters equate to a given Encounter Level (useful in balancing an encounter with a PC party).

To balance an encounter with a party, determine the party's level (the average of all the members' character levels). You want the party's level to match the level of the encounter, so find that number in the "Encounter Level" column. Then look across that line to find the CR of the kind of creature that you want to use in the encounter. Once you have found it, look at the top of that column to find the number of creatures that makes a balanced encounter for the party.

For example, suppose you want to send ogres against a 6th-level party. The *Monster Manual* entry on ogres shows that they are CR 2. Looking at the "6" row in the "Encounter Level" column, you read across to the "2" entry and then check the top of that column to find that four CR 2 monsters make a good 6th-level encounter. To determine the Encounter Level of a group of monsters, reverse these steps (begin with the number of creatures, read down to find the CR for the creature, then look left to find the appropriate EL).

In general, if a creature's Challenge Rating is two lower than a given Encounter Level, then two creatures of that kind equal an encounter of that Encounter Level. Thus, a pair of frost giants (CR 9 each) is an EL 11 encounter. The progression holds of doubling the number of creatures for each drop of two places in their indi-

vidual CR, so that four CR 7 creatures (say, four hill giants) are an EL 11 encounter, as are eight CR 5 creatures (such as shadow mastiffs). This calculation does not work, however, with creatures whose CR is 1 or lower, so be sure to use Table 3–1: Encounter Numbers for such encounters.

Mixed Pair: When dealing with a creature whose Challenge Rating is only one lower than the intended EL, you can raise the EL by one by adding a second creature whose CR is three less than the desired EL. For example, a DM wants to set up an encounter with an aboleth (CR 7) for an 8th-level party. Two aboleths would be EL 9, and he wants an encounter of EL 8, so he decides to give the aboleth a companion or pet to raise the encounter to EL 8. Checking Table 3–1: Encounter Numbers, he finds that the entry for 8th-level encounters in the "Mixed Pair" column is "7+5." This means that a CR 7 monster and a CR 5 monster together are an EL 8 encounter.

In general, you can treat a group of creatures as a single creature whose CR equals the group's EL. For example, instead of having the PCs encounter one CR 4 creature (say, a brown bear), you could substitute two CR 2 creatures (a pair of black bears), whose EL together is 4. However, creatures whose CR is far below the party's level often provide no challenge at all, so don't substitute hordes of low-CR creatures for a single high-CR creature.

Some monsters' CRs are fractions. For instance, a single orc (CR 1/2) is not a good challenge even for a 1st-level party. This means that you should either calculate XP as if the orc were CR 1, then divide by 2, or treat each pair of orcs encountered as a CR 1 monster.

Encounters with more than a dozen creatures are difficult to judge. If you need thirteen or more creatures to provide enough XP for a standard encounter, then those individual monsters are probably so weak that they don't make for a good encounter. That's why Table 3–1 doesn't have an entry larger than twelve for "Number of Creatures."

Table 3–1: Encounter Numbers

Encounter	Number of Creatures							Mixed
Level	1	2	3	4	5–6	7–9	10–12	Pair
1	1, 2	1/2	1/3	1/4	1/6	1/8	1/8	1/2+1/3
2	2, 3	1	1/2, 1	1/2	1/3	1/4	1/6	1+1/2
3	3, 4	1, 2	1	1/2, 1	1/2	1/3	1/4	2+1
4	3, 4, 5	2	1, 2	1	1/2, 1	1/2	1/3	3+1
5	4, 5, 6	3	2	1, 2	1	1/2	1/2	4+2
6	5, 6, 7	4	3	2	1, 2	1	1/2	5+3
7	6, 7, 8	5	4	3	2	1	1/2	6+4
8	7, 8, 9	6	5	4	3	2	1	7+5
9	8, 9, 10	7	6	5	4	3	2	8+6
10	9, 10, 11	8	7	6	5	4	3	9+7
11	10, 11, 12	9	8	7	6	5	4	10+8
12	11, 12, 13	10	9	8	7	6	5	11+9
13	12, 13, 14	11	10	9	8	7	6	12+10
14	13, 14, 15	12	11	10	9	8	7	13+11
15	14, 15, 16	13	12	11	10	9	8	14+12
16	15, 16, 17	14	13	12	11	10	9	15+13
17	16, 17, 18	15	14	13	12	11	10	16+14
18	17, 18, 19	16	15	14	13	12	11	17+15
19	18, 19, 20	17	16	15	14	13	12	18+16
20	19+	18	17	16	15	14	13	19+17

What's Challenging?

So, what counts as a "challenge"? Since a game session probably includes many encounters, you don't want to make every encounter one that taxes the PCs to their limits. They would have to stop the adventure and rest for an extensive period after every fight, and that slows down the game. An encounter with an Encounter Level (EL) equal to the PCs' level is one that should expend about 20% of their resources—hit points, spells, magic item uses, and so on. This means, on average, that after about four encounters of the party's level the PCs need to rest, heal, and regain spells. A fifth encounter would probably wipe them out.

The party should be able to take on many more encounters lower than their level but fewer encounters with ELs higher than their level. As a general rule, if the EL is two lower than the party's level, the PCs should be able to take on twice as many encounters before having to stop and rest. Two levels lower than that, and the number of encounters they can cope with doubles again, and so on. By contrast, an encounter of even one or two levels higher than the party level might tax the PCs to their limit, although with luck they might be able to take on two such encounters before needing to recover. Remember that when the EL is higher than the party level, the chance for PC fatality rises dramatically.

Single Monster Encounters

Many adventures reach their climax when the party encounters the mastermind behind the plot, or when they track a big monster, such as a dragon or beholder, to its lair. Unfortunately, encounters with single monsters can be very "swingy." If the party takes the time to use the Gather Information skill and divination spells, they may begin the encounter immune to the monster's most powerful weapons. If the party wins initiative, they can gang up on the monster and severely weaken it before it can act.

When planning adventures, consider some or all of the following points to make single monster encounters more enjoyable.

- If your monster uses spells or magic items, prepare additional statistics blocks that show the impact of ability enhancers and other defensive spells and effects. Depending on how much warning the monster has of the party's approach, it may have all sorts of additional defenses. Remember, though, that readying an action is a combat action, and the monster shouldn't do this until combat begins (no fair readying a *fireball* before anyone checks for surprise or rolls for initiative).
- Prepare your monster's tactics in advance, including what it does if it loses the initiative roll. It may flee, or it may simply choose a different order for its spells and attacks.
- Distract or split up the party. If the entire party can gang up on a single opponent, the encounter can end very quickly (especially if the party wins initiative).
- Put the party in situations where they must burn resources in order to move forward. For example, a very hot environment might do damage every round, forcing the party to use spells such as *endure elements*, or to use most of the cleric's spells to heal up after passing through the hot area.
- Go on the aggressive. Let the single monster attack the party before the party has a chance to use all its ability enhancers and defensive effects.
- Fool the party. Use lookalikes and decoys to convince the party that a major encounter is starting, so they use lots of high-level spells and powerful items before encountering your single monster.

DIFFICULTY

Sometimes, the PCs encounter something that's a pushover for them. At other times, an encounter is too difficult, and they have to run away. A well-constructed adventure has a variety of encounters at several different levels of difficulty. Table 3–2: Encounter Difficulty shows (in percentage terms) how many encounters of a certain difficulty an adventure should have.

Table 3–2: Encounter Difficulty

% of Total	Encounter	Description
10%	Easy	EL lower than party level
20%	Easy if handled properly	Special (see below)
50%	Challenging	EL equals that of party
15%	Very difficult	EL 1–4 higher than party level
5%	Overpowering	EL 5+ higher than party level

Easy: The PCs win handily with little threat to themselves. The Encounter Level for the encounter is lower than the party level. The group should be able to handle an almost limitless number of these encounters.

Easy if Handled Properly: There's a trick to this kind of encounter—a trick the PCs must discover to have a good chance of victory. Find and eliminate the evil cleric with *greater invisibility* first so he stops bolstering the undead, and everything else about the encounter becomes much easier. If not handled properly, this kind of encounter becomes challenging or even very difficult.

Challenging: Most encounters seriously threaten at least one member of the group in some way. These are challenging encounters, about equal in Encounter Level to the party level. The average adventuring group should be able to handle four challenging encounters before they run low on spells, hit points, and other resources. If an encounter doesn't cost the PCs some significant portion of their resources, it's not challenging.

Very Difficult: One PC might very well die. The Encounter Level is higher than the party level. This sort of encounter may be more dangerous than an overpowering one, because it's not immediately obvious to the players that the PCs should flee.

Overpowering: The PCs should run. If they don't, they will almost certainly lose. The Encounter Level is five or more levels higher than the party level.

Difficulty Factors

You have several options for making an encounter more or less difficult by changing the circumstances of the encounter to account for some feature of the PCs' surroundings or the makeup of the party. For instance:

- Tight quarters make things more difficult for rogues, since it's harder to skulk about and gain a sneak attack.
- A spread-out force makes things more difficult for spellcasters, since the area affected by most spells is small.
- Many lesser foes are harder for a character to engage in melee than one powerful foe.
- Undead are much more difficult to fight without a cleric.
- Encounters involving animals or plants are much more difficult without a druid or a ranger in the party.
- Encounters involving evil outsiders are much more difficult without a paladin or cleric (and perhaps a wizard or sorcerer) in the party.
- A large force is much more difficult to fight without a wizard or sorcerer in the party.
- Locked doors and traps are much more difficult to overcome without a rogue in the party.
- Multiple combat encounters are more difficult to win without a fighter, a barbarian, a ranger, or a paladin in the party.
- Multiple combat encounters are more difficult to survive without a cleric in the party.
- The bard and the cleric make good group support characters. Their presence makes practically every encounter easier.

None of the above factors should necessarily be taken into account when assigning or modifying Challenge Ratings, but you should keep them in mind when designing encounters.

TOUGHER MONSTERS

A really big basilisk with more hit points and a higher attack bonus than a normal basilisk is a greater challenge. If you use the rules found in the *Monster Manual* for increasing the Hit Dice of monsters, you should also increase the experience point (XP) award for the monster appropriately. See Advanced Monster Challenge Rating, page 293 of the *Monster Manual*.

If a monster has levels in PC or NPC classes, see Monsters and Class Levels, page 290 of the *Monster Manual*, for how to determine its CR.

LOCATION

A fight between characters perched on a bridge made of skulls over a pool of bubbling lava is more exciting and more dangerous than that same fight in a nice, safe dungeon room. Location serves two purposes, both equally important. It can make a humdrum encounter more interesting, and it can make an encounter easier or much more difficult.

Making Things Interesting

Arguably, the dungeon itself is a fairly exotic locale, but eventually the same old 30-foot-by-30-foot room starts to grow stale. Likewise, a trip through the dark woods can be interesting and frightening, but the tenth trip through is less so. Since this is a fantasy game, allow yourself the freedom to consider all sorts of strange locations for encounters. Imagine an encounter inside a volcano, along a narrow ledge on the side of a cliff, atop a flying whale, or deep underwater. Think of the exciting location first, and then worry about how and why the PCs would get there.

Situations within a location can have as much impact as the location itself. If a rogue has to pick the lock on the only door out of the top room of a tower that's collapsing, it's suddenly a much more exciting situation than just another locked door in a dungeon corridor. Create an encounter in which the PCs must be diplomatic while all around them a battle rages. Fill an underground cave complex with water for a different sort of dungeon adventure. Set a series of encounters in a large wooden fort—that happens to be on fire.

See the Interesting Combats section, page 17, for a short discussion that deals with this same issue.

Modifying Difficulty

Orcs with crossbows, behind cover, firing down at the PCs while the characters cross a narrow ledge over a pit full of spikes are much more dangerous than the same orcs being engaged in hand-to-hand combat in some tunnel. Likewise, if the PCs find themselves on a balcony, looking down at oblivious orcs who are carrying barrels of flammable oil, the encounter is likely to be much easier than if the orcs were aware of the PCs.

Consider the sorts of factors, related to location or situation, that make an encounter more difficult, such as the following.

- Enemy has cover (for example, behind a low wall).
- Enemy is at higher elevation or is hard to get at (on a ledge or atop a defensible wall).
- Enemy has guaranteed surprise (PCs are asleep).
- Conditions make it difficult to see or hear (mist, darkness, rumbling machinery all around).
- Conditions make movement difficult (underwater, heavy gravity, very narrow passage).
- Conditions require delicate maneuvering (climbing down a sheer cliff, hanging from the ceiling).
- Conditions deal damage (in the icy cold, in a burning building, over a pit of acid).

Conversely, the first three conditions given above make encounters easier from the PCs' point of view if they are the ones benefiting from the cover, elevation, or surprise.

REWARDS AND BEHAVIOR

Encounters, either individually or strung together, reward certain types of behavior whether you are conscious of it or not. Encounters that can or must be won by killing the opponents reward aggression and fighting prowess. If you set up your encounters like this, expect wizards and priests to soon go into every adventure with only combat spells prepared. The PCs will learn to use tactics to find the best way to kill the enemy quickly. By contrast, encounters that can be won by diplomacy encourage the PCs to talk to everyone and everything they meet. Encounters that reward subterfuge and prowling encourage sneakiness. Encoun-

ters that reward boldness speed up the game, while those that reward caution slow it down.

Always be aware of the sorts of actions you're rewarding your players for taking. Reward, in this case, doesn't just mean experience points and treasure. More generally, it means anything that consistently leads to success. An adventure should contain encounters that reward different types of behavior. Not everyone prefers the same kind of encounter, and even those with a favorite enjoy a change of pace. Remember, then, that you can offer many different kinds of encounters, including all of the following.

Combat: Combat encounters can be divided into two groups: attack and defense. Typically, the PCs are on the attack, invading monsters' lairs and exploring dungeons. A defense encounter, in which the PCs must keep an area, an object, or a person safe from the enemy, can be a nice change of pace.

Negotiation: Although threats can often be involved, a negotiation encounter involves less swordplay and more wordplay. Convincing NPCs to do what the PCs want them to is challenging for both players and DM—quick thinking and good roleplaying are the keys here. Don't be afraid to play an NPC appropriately (stupid or intelligent, generous or selfish), as long as it fits. But don't make an NPC so predictable that the PCs can always tell exactly what he will do in any given circumstance. Consistent, yes; one-dimensional, no.

Environmental: Weather, earthquakes, landslides, fast-moving rivers, and fires are just some of the environmental conditions that can challenge even mid- to high-level PCs.

Problem-Solving: Mysteries, puzzles, riddles, or anything that requires the players to use logic and reason to try to overcome the challenge counts as a problem-solving encounter.

Judgment Calls: "Do we help the prisoner here in the dungeon, even though it might be a trap?" Rather than depending on logic, these encounters usually involve inclination and gut instinct.

Investigation: This is a long-term sort of encounter involving some negotiation and some problem-solving. An investigation may be called for to solve a mystery or to learn something new.

TREASURE

What adventure would be complete without treasure?

A close second in importance to experience points, treasure provides an important motivator for PCs to go on adventures. As with experience points, treasure empowers the PCs. The more they get, the more powerful they become.

MONSTERS WITH TREASURE

The standard way to acquire treasure is to defeat enemies that possess it, guard it, or happen to be near it. In the *Monster Manual*, every monster has a treasure rating (indicating how much treasure it has, although for some creatures the rating is "None"). The tables found in this section enable you to determine the specifics. After referencing the level and kind of treasure (coins, goods, items) found in the creature's description, roll on the appropriate row and columns of the proper table.

When generating an encounter dealing with monsters away from their lair (a patrol, a wandering creature, and so on), remember that a creature only takes what it can easily carry with it. In the case of a creature such as a displacer beast, that generally means nothing. The monster safeguards or hides its treasure as well as it can, but it leaves it behind when outside the lair.

Example: Gnolls that live in a dungeon often leave their lair to wage war on nearby orc brigands to steal treasure and food. The PCs encounter and defeat the gnolls while the bestial humanoids are on their way to raid the orcs. Each gnoll has a smattering of coins or gems on its person. The leader has the masterwork greatsword from the group's hoard and uses it in the battle. The majority of the gnolls' treasure, however, remains in their lair, guarded by a few gnolls left behind and two well-concealed pit traps.

Monsters with Classes

Many monsters advance by adding class levels (see the *Monster Manual*). To determine treasure for monsters with class levels, first give them equipment. Use Table 4–23: NPC Gear Value(page 127) and use just their class levels to determine the value of their equipment. Then generate their treasure according to their monster entry and the rules under Building a Treasure, below. This may generate more items that the monster can use, and that's fine (see Custom Treasures, below).

Treasure per Encounter

Table 3–5: Treasure has been created so that if PCs face enough encounters of their own level to gain a level, they will have also gained enough treasure to keep them apace with the wealth-by-level information found in Table 5–1: Character Wealth by Level (page 135). Just as gaining a level requires between thirteen and fourteen encounters of a party's level, so too fourteen average rolls on the table at the party's level will get them the treasure they need to gain the appropriate amount for the next highest level, assuming that the PCs expend some resources such as potions and scrolls during those encounters.

Table 3–3: Treasure Values per Encounter

Encounter Level	Treasure per Encounter	Encounter Level	Treasure per Encounter
1	300 gp	11	7,500 gp
2	600 gp	12	9,800 gp
3	900 gp	13	13,000 gp
4	1,200 gp	14	17,000 gp
5	1,600 gp	15	22,000 gp
6	2,000 gp	16	28,000 gp
7	2,600 gp	17	36,000 gp
8	3,400 gp	18	47,000 gp
9	4,500 gp	19	61,000 gp
10	5,800 gp	20	80,000 gp

On average, the PCs should earn one treasure suitable to their level for each encounter they overcome. The key, of course, is "average." Some monsters might have less treasure than average, some might have more, and some might have none at all. As you write an adventure, it's okay to combine the individual treasures listed for each monster into one larger hoard. If a dungeon is home to a beholder and numerous bugbears, for example, you can take some or all of the bugbear treasure and add it to the beholder's hoard.

Monitor the progress of treasure into the hands of the PCs. For instance, you may want to use lots of high-treasure or low-treasure monsters, yet still hand out a normal amount of treasure overall. The PCs needn't have average treasure at every stage in their careers, but if an imbalance (either high or low) persists for more than a few levels, you should take gradual action to correct it by awarding slightly more or slightly less treasure.

Table 3–4: Average Treasure Results

Type	Average Result
Gem	275 gp
Art object	1,100 gp
Mundane item	350 gp
Minor magic item	1,000 gp
Medium magic item	10,000 gp
Major magic item	40,000 gp

Table 3–5: Treasure

Level	d%	—— Coins ——	d%	Goods	d%	Items
1st	01–14	—	01–90	—	01–71	—
	15–29	1d6×1,000 cp	91–95	1 gem	72–95	1 mundane
	30–52	1d8×100 sp	96–100	1 art	96–100	1 minor
	53–95	2d8×10 gp				
	96–100	1d4×10 pp				
2nd	01–13	—	01–81	—	01–49	—
	14–23	1d10×1,000 cp	82–95	1d3 gems	50–85	1 mundane
	24–43	2d10×100 sp	96–100	1d3 art	86–100	1 minor
	44–95	4d10×10 gp				
	96–100	1d8×10 pp				
3rd	01–11	—	01–77	—	01–49	—
	12–21	2d10×1,000 cp	78–95	1d3 gems	50–79	1d3 mundane
	22–41	4d8×100 sp	96–100	1d3 art	80–100	1 minor
	42–95	1d4×100 gp				
	96–100	1d10×10 pp				
4th	01–11	—	01–70	—	01–42	—
	12–21	3d10×1,000 cp	71–95	1d4 gems	43–62	1d4 mundane
	22–41	4d12×1,000 sp	96–100	1d3 art	63–100	1 minor
	42–95	1d6×100 gp				
	96–100	1d8×10 pp				
5th	01–10	—	01–60	—	01–57	—
	11–19	1d4×10,000 cp	61–95	1d4 gems	58–67	1d4 mundane
	20–38	1d6×1,000 sp	96–100	1d4 art	68–100	1d3 minor
	39–95	1d8×100 gp				
	96–100	1d10×10 pp				
6th	01–10	—	01–56	—	01–54	—
	11–18	1d6×10,000 cp	57–92	1d4 gems	55–59	1d4 mundane
	19–37	1d8×1,000 sp	93–100	1d4 art	60–99	1d3 minor
	38–95	1d10×100 gp			100	1 medium
	96–100	1d12×10 pp				
7th	01–11	—	01–48	—	01–51	—
	12–18	1d10×10,000 cp	49–88	1d4 gems	52–97	1d3 minor
	19–35	1d12×1,000 sp	89–100	1d4 art	98–100	1 medium
	36–93	2d6×100 gp				
	94–100	3d4×10 pp				
8th	01–10	—	01–45	—	01–48	—
	11–15	1d12×10,000 cp	46–85	1d6 gems	49–96	1d4 minor
	16–29	2d6×1,000 sp	86–100	1d4 art	97–100	1 medium
	30–87	2d8×100 gp				
	88–100	3d6×10 pp				
9th	01–10	—	01–40	—	01–43	—
	11–15	2d6×10,000 cp	41–80	1d8 gems	44–91	1d4 minor
	16–29	2d8×1,000 sp	81–100	1d4 art	92–100	1 medium
	30–85	5d4×100 gp				
	86–100	2d12×10 pp				
10th	01–10	—	01–35	—	01–40	—
	11–24	2d10×1,000 sp	36–79	1d8 gems	41–88	1d4 minor
	25–79	6d4×100 gp	80–100	1d6 art	89–99	1 medium
	80–100	5d6×10 pp			100	1 major
11th	01–08	—	01–24	—	01–31	—
	09–14	3d10×1,000 sp	25–74	1d10 gems	32–84	1d4 minor
	15–75	4d8×100 gp	75–100	1d6 art	85–98	1 medium
	76–100	4d10×10 pp			99–100	1 major

Table 3–5: Treasure (cont.)

Level	d%	—— Coins ——	d%	Goods	d%	Items
12th	01–08	—	01–17	—	01–27	—
	09–14	3d12×1,000 sp	18–70	1d10 gems	28–82	1d6 minor
	15–75	1d4×1,000 gp	71–100	1d8 art	83–97	1 medium
	76–100	1d4×100 pp			98–100	1 major
13th	01–08	—	01–11	—	01–19	—
	09–75	1d4×1,000 gp	12–66	1d12 gems	20–73	1d6 minor
	76–100	1d10×100 pp	67–100	1d10 art	74–95	1 medium
					96–100	1 major
14th	01–08	—	01–11	—	01–19	—
	09–75	1d6×1,000 gp	12–66	2d8 gems	20–58	1d6 minor
	76–100	1d12×100 pp	67–100	2d6 art	59–92	1 medium
					93–100	1 major
15th	01–03	—	01–09	—	01–11	—
	04–74	1d8×1,000 gp	10–65	2d10 gems	12–46	1d10 minor
	75–100	3d4×100 pp	66–100	2d8 art	47–90	1 medium
					91–100	1 major
16th	01–03	—	01–07	—	01–40	—
	04–74	1d12×1,000 gp	08–64	4d6 gems	41–46	1d10 minor
	75–100	3d4×100 pp	65–100	2d10 art	47–90	1d3 medium
					91–100	1 major
17th	01–03	—	01–04	—	01–33	—
	04–68	3d4×1,000 gp	05–63	4d8 gems	34–83	1d3 medium
	69–100	2d10×100 pp	64–100	3d8 art	84–100	1 major
18th	01–02	—	01–04	—	01–24	—
	03–65	3d6×1,000 gp	05–54	3d12 gems	25–80	1d4 medium
	66–100	5d4×100 pp	55–100	3d10 art	81–100	1 major
19th	01–02	—	01–03	—	01–04	—
	03–65	3d8×1,000 gp	04–50	6d6 gems	05–70	1d4 medium
	66–100	3d10×100 pp	51–100	6d6 art	71–100	1 major
20th	01–02	—	01–02	—	01–25	—
	03–65	4d8×1,000 gp	03–38	4d10 gems	26–65	1d4 medium
	66–100	4d10×100 pp	39–100	7d6 art	66–100	1d3 major

For treasures above 20th level, use the 20th-level row and then add a number of random major items.

Level	Magic Items	Level	Magic Items	Level	Magic Items
21st	+1	25th	+9	28th	+23
22nd	+2	26th	+12	29th	+31
23rd	+4	27th	+17	30th	+42
24th	+6				

BUILDING A TREASURE

You can use any of several methods for determining what treasures to include in your encounters or adventures. All of them refer to Table 3–5: Treasure. Instructions for using that table appear in Using the Treasure Table, below.

Random Treasures

An easy approach is to determine treasure randomly using the treasure information given in the *Monster Manual* for each kind of creature. Some creatures have more than average treasure and some less. If you use this system, the kind of creatures in an adventure determines how rich the treasures are. An adventure with lots of intelligent creatures has higher than average treasure, and one with mostly oozes, vermin, and dire animals has poor treasure. Balance the treasure by balancing the kinds of creatures or simply by adjusting the treasures toward the average.

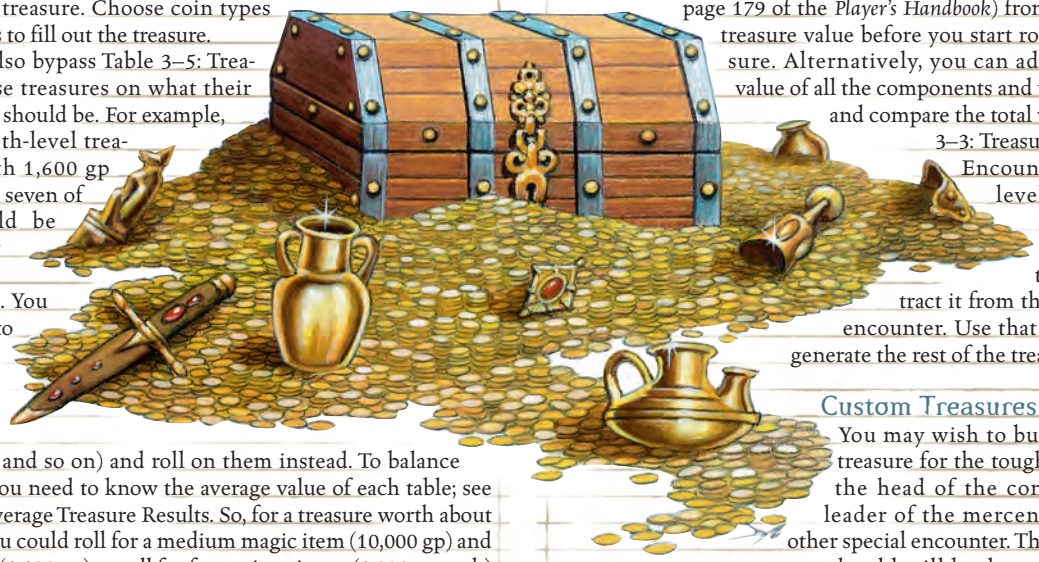
If you want to include a balanced amount of treasure, you can just roll on Table 3–5: Treasure for each encounter according to its Encounter Level. If you want the treasures to make sense, roll for them randomly but then assign them to the encounters based on your best judgment. Double or triple up for some encounters, giving them two or three rolled treasures, and leave some others without treasure. In this way, you're sure that the treasures are balanced to the encounters overall, even if some encounters have lots of treasure and others have none. For example, if your adventure has seven encounters of EL 5 each, just roll on the 5th-level row on Table 3–5: Treasure seven times and assign the seven treasures among the encounters.

Slightly more complex, you can figure out the percent chance to get each kind of treasure on Table 3–5: Treasure and roll once for each line on the table. For instance, at 1st level, you have a 15% chance to get copper coins, a 23% chance to get silver coins, a 43% chance to get gold coins, a 5% chance to get platinum coins, a 5%

chance to get a gem, a 5% chance to get an art object, a 24% chance to get a mundane item, and a 5% chance to get a minor item. This means that some treasures will have several different kinds of coins, or both a gem and an art object, and so forth.

You can use Table 3–5: Treasure first for gems, art objects, and items. Total the value of the objects generated by the table, then subtract that total from the appropriate level of treasure from Table 3–3: Treasure Values per Encounter. What remains is the value of coins in the treasure. Choose coin types and numbers to fill out the treasure.

You can also bypass Table 3–5: Treasure and base treasures on what their overall value should be. For example, since each 5th-level treasure is worth 1,600 gp (on average), seven of them should be worth about 11,200 gp (on average). You can go right to the other tables (Table 3–6: Gems; Table 3–7: Art Objects; and so on) and roll on them instead. To balance these rolls, you need to know the average value of each table; see Table 3–4: Average Treasure Results. So, for a treasure worth about 11,200 gp, you could roll for a medium magic item (10,000 gp) and an art object (1,100 gp) or roll for four minor items (1,000 gp each) and five gems (275 gp each), giving the rest in coins of the appropriate value. Depending on your rolls, you can get a treasure worth less than average or much more, but over the course of a campaign you should get pretty close to average results overall.



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Finally, you could avoid rolling altogether and choose treasures. For treasures totaling 11,200 gp, you could just invent coins and gems worth 5,000 to 6,000 gp, and choose magic items from Chapter 7: Magic Items to fill the rest of the total.

Wizards and Treasure

If you're designing an encounter with a wizard, subtract the value of a spellbook and material components (see Selling a Spellbook, page 179 of the *Player's Handbook*) from the average treasure value before you start rolling up treasure. Alternatively, you can add the up the value of all the components and the spellbook and compare the total value to Table 3–3: Treasure Values per Encounter. Find the level that most closely approaches that total, and subtract it from the level of the encounter. Use that new level to generate the rest of the treasure.

Custom Treasures

You may wish to build a custom treasure for the toughest monster, the head of the conspiracy, the leader of the mercenary army, or other special encounter. The value of the treasure should still be determined using Table 3–3: Treasure Values per Encounter, but instead of rolling on Table 3–5: Treasure, you choose the items in the treasure.

When you do so, spend no more than half the treasure value for the encounter on items that might be used up during the encoun-

BEHIND THE CURTAIN: TREASURE VALUES

There's a relationship between Table 5–1: Character Wealth Level, Table 3–5: Treasure, and Table 3–2: Encounter Difficulty. Writing adventures following the guidelines in this chapter, and using Table 3–2: Encounter Difficulty, should generate enough treasure using Table 3–5: Treasure to keep characters abreast of the wealth figures described in Table 5–1. In fact, such adventures should provide more wealth, because characters expend some money on scrolls, potions, ammunition, and food, all of which get used up in the course of adventuring.

As you can see, rewards using these tables generate more wealth than indicated. We assume characters use up that additional money on expenses such as being raised from the dead, potions, scrolls, ammunition, food, and so forth.

Your job is to compare the wealth gained from the encounters in your adventure with the expected wealth gain shown on the table above. If your adventure has more treasure, reduce it. If your adventure has less treasure, plant enough treasure not related to encounters to match the value (see Other Treasure, below).

Your job is also to make sure that wealth gets evenly distributed. The third column in the table above shows that each character should get an equal share of the treasure from an adventure. If a single item, such as a magic staff, makes up most of the treasure, then most of the party earns nothing for their hard work. While you can make it up to them in later adventures, it is best to use the methods described in this chapter to ensure an even distribution of wealth.

Wealth Comparisons

Party Level	Expected Wealth Gain	Treasure from Encounters	Treasure per Character
1st	900 gp	3,999 gp	1,000 gp
2nd	1,800 gp	7,998 gp	2,000 gp
3rd	2,700 gp	11,997 gp	2,999 gp
4th	3,600 gp	15,996 gp	3,999 gp
5th	4,000 gp	21,328 gp	5,332 gp
6th	6,000 gp	26,660 gp	6,665 gp
7th	8,000 gp	34,658 gp	8,665 gp
8th	9,000 gp	45,322 gp	11,331 gp
9th	13,000 gp	59,985 gp	14,996 gp
10th	17,000 gp	77,314 gp	19,329 gp
11th	22,000 gp	99,975 gp	24,994 gp
12th	22,000 gp	130,634 gp	32,659 gp
13th	40,000 gp	173,290 gp	43,323 gp
14th	50,000 gp	226,610 gp	56,653 gp
15th	60,000 gp	293,260 gp	73,315 gp
16th	80,000 gp	373,240 gp	93,310 gp
17th	100,000 gp	479,880 gp	119,970 gp
18th	140,000 gp	626,510 gp	156,628 gp
19th	180,000 gp	813,130 gp	203,283 gp

Expected Wealth Gain: This is what Table 5–1 indicates a character should gain while reaching his next level.

Treasure from Encounters: This is the average treasure value from Table 3–3: Treasure Values per Encounter multiplied by 13.33 encounters.

Treasure per Character: This is Treasure from Encounters divided by four, the expected party size. The amounts are rounded to the nearest gold piece.

ter. If all the items in the encounter's treasure are expendable, such as potions and scrolls, you don't want to spend the entire treasure value on them. If you did, the characters might find nothing but empty potion bottles and scroll tubes after defeating the encounter.

NPCs with Treasure

The gear that NPCs carry serves as the bulk of their treasure. The average value of an NPC's gear is listed on Table 4–23: NPC Gear Value, and examples of what specific gear a character of a given class and level would have are in the sample NPC descriptions in Chapter 4. NPCs may have treasure in addition to their gear, at your discretion, but an NPC's gear is already worth about three times the average value of a treasure of his level. Defeating NPC foes brings about great reward for treasure-seekers, but since the gear is mostly magic that the NPC can use against the characters (some of which is one-use), it all evens out.

Other Treasure

At times you're going to want to generate a treasure on the fly that's not directly related to a monster. You might, for example, have created a devious dungeon full of traps and puzzles with no monsters at all, and now you have to generate the "grand treasure" that the traps were protecting. You can still use the table. First find the average party level, then use the table in the Treasure Values sidebar (page 54) to figure out the wealth the PCs should gain in the course of the adventure. Subtract the total value of all the other treasure in the adventure. What's left is the value of the grand treasure. You can generate the contents randomly by finding the average treasure value on Table 3–3: Treasure Values per Encounter that most closely matches it. That tells you the level of the grand treasure, and you can use that to roll on Table 3–5: Treasure for coins, goods, and items.

Using the Treasure Table

Cross-reference the level of the treasure on the left with the type of treasure. The level of the treasure is equal to the EL of the encounter. A standard treasure (one that includes coins, goods, and items) requires three rolls, one for each category.

TYPES OF TREASURE

Treasure comes in many forms: piles of coins, pouches of gems, useful adventuring equipment, and magic items.

Coins: The most basic type of treasure is money. Table 3–5: Treasure generates anything from common copper pieces to rare platinum pieces. When placing a hoard of coins, remember the volume and weight of large numbers of coins is considerable (50 coins weigh 1 pound, so 10,000 coins weigh 200 pounds).

Gems: PCs love gems because they're small, lightweight, and easily concealed compared with the same value in coins. Gem treasures are more interesting when you describe them and provide names. "A lustrous golden pearl" is more interesting than "a 100 gp gem."

Art: Idols of solid gold, necklaces dripping with gems, old paintings of ancient kings, a bejeweled golden flagon—this category includes all these and more. Portability is a major concern here. A jeweled comb is easy to carry, but a life-sized bronze statue of a knight is not. In general, most treasure you place in encounters should be easy for the PCs to carry (weighing 10 pounds or less). Treasure that's impossible to take out of the dungeon isn't really treasure.

Mundane Items: While nonmagical, these items are worthwhile as treasure because they are useful or valuable or both. Many of these treasures are used by intelligent opponents rather than just stored away as coins or gems are.

Table 3–6: Gems

d%	Value	Average	Examples
01–25	4d4 gp	10 gp	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; freshwater (irregular) pearl
26–50	2d4×10 gp	50 gp	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon
51–70	4d4×10 gp	100 gp	Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline
71–90	2d4×100 gp	500 gp	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91–99	4d4×100 gp	1,000 gp	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4×1,000 gp	5,000 gp	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

Table 3–7: Art Objects

d%	Value	Average	Examples
01–10	1d10×10 gp	55 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet
11–25	3d6×10 gp	105 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
26–40	1d6×100 gp	350 gp	Large well-done wool tapestry; brass mug with jade inlays
41–50	1d10×100 gp	550 gp	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt
51–60	2d6×100 gp	700 gp	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.)
61–70	3d6×100 gp	1,050 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel
71–80	4d6×100 gp	1,400 gp	Eyepatch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
81–85	5d6×100 gp	1,750 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain
86–90	1d4×1,000 gp	2,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box
91–95	1d6×1,000 gp	3,500 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace)
96–99	2d4×1,000 gp	5,000 gp	Jeweled gold crown; jeweled electrum ring
100	2d6×1,000 gp	7,000 gp	Gold and ruby ring; gold cup set with emeralds

Table 3–8: Mundane Items

d%	Mundane Item
01–17	Alchemical item
01–12	Alchemist's fire (1d4 flasks, 20 gp each)
13–24	Acid (2d4 flasks, 10 gp each)
25–36	Smokesticks (1d4 sticks, 20 gp each)
37–48	Holy water (1d4 flasks, 25 gp each)
49–62	Antitoxin (1d4 doses, 50 gp each)
63–74	Everburning torch
75–88	Tanglefoot bags (1d4 bags, 50 gp each)
89–100	Thunderstones (1d4 stones, 30 gp each)
18–50	Armor (roll d%: 01–10 = Small, 11–100 = Medium)
01–12	Chain shirt (100 gp)
13–18	Masterwork studded leather (175 gp)
19–26	Breastplate (200 gp)
27–34	Banded mail (250 gp)
35–54	Half-plate (600 gp)
55–80	Full plate (1,500 gp)
81–90	Darkwood
01–50	Light shield (203 gp)
51–100	Heavy shield (257 gp)
91–100	Masterwork shield
01–17	Buckler (165 gp)
18–40	Light wooden shield (153 gp)
41–60	Light steel shield (159 gp)
61–83	Heavy wooden shield (157 gp)
84–100	Heavy steel shield (170 gp)
51–83	Weapons
01–50	Masterwork common melee weapon (roll on Table 7–11: Common Melee Weapons)
51–70	Masterwork uncommon weapon (roll on Table 7–12: Uncommon Weapons)
71–100	Masterwork common ranged weapon (roll on Table 7–13: Common Ranged Weapons)
84–100	Tools and gear
01–03	Backpack, empty (2 gp)
04–06	Crowbar (2 gp)
07–11	Lantern, bullseye (12 gp)
12–16	Lock, simple (20 gp)
17–21	Lock, average (40 gp)
22–28	Lock, good (80 gp)
29–35	Lock, superior (150 gp)
36–40	Manacles, masterwork (50 gp)
41–43	Mirror, small steel (10 gp)
44–46	Rope, silk (50 ft.) (10 gp)
47–53	Spyglass (1,000 gp)
54–58	Artisan's tools, masterwork (55 gp)
59–63	Climber's kit (80 gp)
64–68	Disguise kit (50 gp)
69–73	Healer's kit (50 gp)
74–77	Holy symbol, silver (25 gp)
78–81	Hourglass (25 gp)
82–88	Magnifying glass (100 gp)
89–95	Musical instrument, masterwork (100 gp)
96–100	Thieves' tools, masterwork (50 gp)

Minor, Medium, and Major Magic Items: Refer to the appropriate column on Table 7–1: Random Magic Item Generation and use it to generate the specified number of magic items.

OTHER REWARDS

With great deeds and increasing reputation come the gratitude and admiration of those around you. Heroes are often awarded grants of land (which aid in the building of strongholds), decreees of friendship from communities they have rescued, and even honorary titles of nobility. As PCs gain levels and complete adventure after adventure, their notoriety (good or bad) spreads throughout the land so that NPCs may recognize them on sight.

Once PCs establish a reputation, it becomes easier for them to attract like-minded allies and admiring followers. Cohorts arrive who wish to share in their adventures, as do apprentices eager to be trained by such legendary figures. Villains begin to consider the PCs' possible actions when concocting their evil schemes. The player characters have left their mark and made a place for themselves in the campaign world with their grand exploits.

Introducing rewards such as noble titles, land grants, and a widely known reputation is a matter of knowing what motivates your players. These less tangible rewards only work if your players perceive them as valuable. Experience points are always valuable, and even exotic treasure types can usually be sold for cash, but being known as a Knight of the Red Tower is only worth something if your players regard it as valuable. Perhaps its value lies in access to noble patrons who wouldn't previously give the characters the time of day. Maybe there's a hierarchy of knightly orders that the characters are determined to climb. Or maybe players just like it when NPC peasants bow and scrape in the presence of their characters.

Consider the example of a vacant stronghold given to a PC by a grateful king. For one player, the grant of a small keep is a chance to create a base of operations and leave his mark on the community. Another player might just ignore the keep, content to enjoy an adventurers' wandering lifestyle. And a third player might bring the game to a halt, worried that the keep will be destroyed if he leaves on another adventurer. Before you introduce other rewards, think carefully about how your players will react to them.

While less tangible rewards require a little more work than traditional treasure and experience awards, they can be powerful motivators to players precisely because they can't be reduced to gp or XP. After all, we often say of a valuable thing that it's "something that money can't buy." You may be surprised at the lengths players will go to acquire something they can't buy, borrow, or steal any other way.

BRINGING ADVENTURES TOGETHER

Taking different adventures and tying them together makes a campaign. While creating a campaign is discussed elsewhere (see Chapter 5), below are some ideas for designing adventures that fit together.

EPISODIC OR CONTINUING

Episodic adventures are those that stand alone, with no relation to the one that came before or the one that follows. These adventures are fun, stand-alone scenarios that can be inserted anytime they're needed or desired. They often provide interesting diversions from a continuing campaign. For example, in the middle of a series of adventures dealing with an evil prince, his minions, and the plague he unleashes on the land, the PCs might have a short episode dealing with recovering a lost lammasu cub.

A continuing adventure has links that connect its components, each of them an individual adventure. A link may take the form of a recurring NPC or a group of related events. A sorcerer who sends the PCs on three different adventures, all to recover lost relics, forms the link that transforms those three missions into a continuing adventure. Another example might be three adventures dealing with defeating an evil monk, coping with his evil cronies who come to avenge his death, and fending off the evil bard who seeks the powerful magic gem the monk once owned. Each part of a continuing adventure builds on something that has come before, with the ramifications of one series of events causing another series of events and thus producing another adventure.

Most campaigns need a blend of episodic and continuing adventures to be successful and fun. To get the best of both worlds, it's possible to string together a number of unrelated episodic adventures with hints of a continuing plot in the background that eventually comes to fruition. For example, as the PCs progress from dungeon to dungeon and ruin to ruin, they hear rumors and find clues that some subterranean race is preparing to launch a strike against the surface world. Perhaps, as they delve into dungeons, they learn that some of the monsters they face work for the masterminds, whom they eventually discover to be the mind flayers. Finally, the mind flayers make their move, and the PCs are there to stop it. Thus, a series of unrelated adventures suddenly feels like a coherent whole. This is the first step in refining the art known as plot weaving.

PLOT WEAVING

Plot weaving is what a DM does when he runs multiple adventures at the same time. For example: In one adventure, the identity of a murderer leads the PCs into conflict with a powerful assassins' guild. In the second adventure, the PCs seek a magic staff rumored to be in the hands of a troglodyte priest. Here's one way these adventures can be interwoven.

1. The PCs, in town seeking the magic staff, witness a murder. When they look into it, they discover the culprit and track him down. He fights to the death, and on his body they discover a mysterious tattoo.

2. They learn that the *staff of healing* they seek was stolen by troglodytes years ago.

3. While they attempt to learn more about the troglodytes and their lair, an assassin with the same mysterious tattoo attacks the PCs.

4. They head to the caves where the troglodytes live. They encounter heavy resistance and withdraw.

5. Returning to town again, the PCs find themselves under surveillance and eventually attack from the guild.

6. They go back to the caves and obtain the staff.

7. They return to town and, after learning the location of the assassins' guild, confront the assassins directly.

Plot weaving can make your campaign seem less like a series of adventures and more like . . . well, like real life. This intermingling of adventures can be difficult to manage, however, and once you begin to weave more than two or three plots together, players may feel somewhat dissatisfied with the number of loose ends that always seem to be left behind relating to one adventure while they find their characters embroiled in another. Some players don't want plots to be interwoven. They prefer to stick with one goal if possible and don't start anything new until they feel they have achieved closure on what is before them. In the above example, the PCs might ignore the troglodytes and the staff until they have decisively dealt with the assassins. Ultimately, a good DM runs the adventures that players want to play by paying attention to the way they want to play.

BETWEEN ADVENTURES

When an adventure comes to an end, you should always handle a few tasks before proceeding to the next one.

AWARD EXPERIENCE POINTS

Even if you award experience points at the end of each game session, another XP award is called for at the end of the adventure—which, presumably, is also the end of the current game session. At the least, this will be an award commensurate with what the PCs accomplished to successfully resolve the adventure. It may also include story awards (see page 40). If a character earns enough XP to attain a new level, work with that player (either before the game session breaks up or before the next adventure begins) to modify his character sheet properly.

UPDATE PC INFORMATION

Bring your notes on the PCs up to date, recording such accomplishments as new magic items gained, new levels earned, enemies they have angered, friends they have made, and anything else that's pertinent. The amount and detail of this information will vary depending on whether the adventure just concluded was episodic (featuring characters and challenges the PCs are not likely to encounter again) or continuing (featuring characters and challenges that may be recurring or may lead to other, related characters and challenges).

UPDATE YOUR RECORDS

If you and your players just finished an episodic adventure, you may not need to spend a lot of time on this task, since little if any of what the PCs have just gone through will have any bearing on the future events of the campaign.

If the PCs have just concluded a part of a continuing adventure, your records need to be more thorough. Be sure your notes on what happened in the adventure are accurate and sufficiently complete. Record new NPCs encountered, significant monsters defeated, secrets learned, magic discovered, and so forth.

In either case, make notes about opportunities for further adventures based on what has happened in the one just concluded. Remember what the players seemed to like and dislike, so you can tailor future adventures accordingly.

THE DUNGEON

Dungeons are deep, dark pits filled with subterranean horrors and lost, ancient treasures. Dungeons are labyrinths where evil villains and carnivorous beasts hide from the light, waiting for a time to strike out into the sunlit lands of good. Dungeons contain pits of seething acid and magic traps that blast intruders with fire, as well as dragons guarding their hoards and magic artifacts waiting to be discovered.

In short, dungeons mean adventure.

THE DUNGEON AS ADVENTURE SETTING

The term "dungeon" is a loose one. A dungeon is usually underground, but an aboveground site can be a dungeon as well. Some DMs apply the term to virtually any adventure site. For this discussion, a dungeon is an enclosed, defined space made up of encounter areas connected in some fashion.

The most common form of dungeon is an underground complex built by intelligent creatures for some purpose. Physically, such a place has rooms joined by corridors, stairs connecting it with the surface, and doors and traps to keep out intruders. The archetypal dungeon is abandoned, with creatures other than the builders now occupying areas within it. Adventurers explore such places with the hope of finding treasure either left behind by the original inhabitants or in the hoards of such squatters.

TYPES OF DUNGEONS

The four basic dungeon types are defined by their current status. Many dungeons are variations on these basic types or combinations of more than one of them. Sometimes old dungeons are used again and again by different inhabitants for different purposes.

Ruined Structure: Once occupied, this place is now abandoned (completely or in part) by its original creator or creators, and other creatures have wandered in. Many subterranean creatures look for abandoned underground constructions in which to make their lairs. Any traps that might exist have probably been set off, but wandering beasts might very well be common.

Areas within the ruined structure usually contain clues to their original intended use. What is now the lair of a family of rust monsters might once have been an old barracks, the rotting remains of the beds and other furnishings now arranged to make nests for the

creatures. An ancient throne room, adorned with the tatters of once-beautiful tapestries, might be empty and quiet—the ancient curse that struck down the queen still hanging in the air before the verdigris-encrusted bronze throne.

A ruined structure dungeon is a place that cries out to be explored. Adventurers might hear tales of treasure still lingering in the abandoned labyrinth, leading them to brave the dangers to uncover it. This is the simplest and most straightforward of the dungeon types, and it usually balances danger (the inhabitants) with reward (the treasure). The creatures dwelling in a ruined structure aren't necessarily organized, so PCs can usually come and go as they please, making it easy to start and stop an adventure.

Occupied Structure: This type of dungeon is still in use. Creatures (usually intelligent) live there, although they may not be the dungeon's creators. An occupied structure might be a home, a fortress, a temple, an active mine, a prison, or a headquarters. This type of dungeon is less likely to have traps or wandering beasts, and more likely to have organized guards—both on watch and on patrol. Traps or wandering beasts that might be encountered are usually under the control of the occupants. Occupied structures have furnishings to suit the inhabitants, as well as decorations, supplies, and the ability for occupants to move around (doors they can open, hallways large enough for them to pass through, and so on). The inhabitants might have a communication system, and they almost certainly control an access to the outside.

Some dungeons are partially occupied and partially empty or in ruins. In such cases, the occupants are typically not the original builders but instead a group of intelligent creatures that have set up their base, lair, or fortification within an abandoned dungeon.

Use an occupied structure dungeon for the lair of a goblin tribe, a secret underground fortress, or an occupied castle. This is one of the most challenging types of dungeons for adventurers to enter and explore, if the occupants are hostile. The challenge comes from the organized nature of the inhabitants. It's always harder to fight a foe on his own terms in an area he knows well and is prepared to defend.

Safe Storage: When people want to protect something, they might bury it underground. Whether the item they want to protect is a fabulous treasure, a forbidden artifact, or the dead body of an important figure, these valuable objects are placed within a dungeon and surrounded by barriers, traps, and guardians.

The safe storage type of dungeon is the most likely to have traps but the least likely to have wandering beasts. The crypt of an ancient lich may be filled with all manner of magic traps and guardians, but it's unlikely that any subterranean monsters have moved in and made a part of the dungeon their lair—the traps and guardians will have held them at bay. This type of dungeon normally is built for function rather than appearance, but sometimes it has ornamentation in the form of statuary or painted walls. This is particularly true of the tombs of important people.

Sometimes, however, a vault or a crypt is constructed in such a way as to house living guardians. The problem with this strategy is that something must be done to keep the creatures alive between intrusion attempts. Magic is usually the best solution to provide food and water for these creatures.

Even if there's no way anything living can survive in a safe storage dungeon, certain monsters can still serve as guardians. Builders of vaults or tombs often place undead creatures or constructs, both of which which have no need for sustenance or rest, to guard their dungeons. Magic traps can attack intruders by summoning monsters into the dungeon. These guardians also need no sustenance, since they appear only when they're needed and disappear when their task is done.

Natural Cavern Complex: Underground caves provide homes for all sorts of subterranean monsters. Created naturally and connected by a labyrinthine tunnel system, these caverns lack any sort of pattern, order, or decoration. With no intelligent force behind its construction, this type of dungeon is the least likely to have traps or even doors.

Fungi of all sorts thrive in caves, sometimes growing in huge forests of mushrooms and puffballs. Subterranean predators prowl these forests, looking for those feeding upon the fungi. Some varieties of fungus give off a phosphorescent glow, providing a natural cavern complex with its own limited light source. In other areas, a *daylight* spell or similar magical effect can provide enough light for green plants to grow.

Often, a natural cavern complex connects with another type of dungeons, the caves having been discovered when the manufactured dungeon was delved. A cavern complex can connect two otherwise unrelated dungeons, sometimes creating a strange mixed environment. A natural cavern complex joined with another dungeon often provides a route by which subterranean creatures find their way into a manufactured dungeon

BEHIND THE CURTAIN: WHY DUNGEONS?

Dungeons facilitate game play. Being underground, they set apart the "adventure" from the rest of the world in a clean way. The idea of walking down a corridor, opening a door, and entering an encounter—while a gross oversimplification and generalization of what can happen in a dungeon—facilitates the flow of the game by reducing things down to easily grasped and digestible concepts.

You have an easy way to control the adventure in a dungeon without leading the characters by the nose. In a dungeon, the parameters are clearly defined for the PCs—they can't walk through walls (not at first, anyway) or go into rooms that aren't there. Aside from those limits, they can go wherever they like in whatever order they like. The limited environment of the dungeon grants players a feeling of control over their characters' destiny.

A dungeon is really nothing but an adventure flowchart. The rooms are encounters, and the corridors are connections between the encounters, showing which encounters should (or could) follow which other ones. You could design a dungeonlike flowchart for an adventure that didn't take place in a dungeon and accomplish the same thing. One encounter leads to two more, which in turn lead to others, some of which double back on previous encounters. The dungeon becomes a model, in this way, for all adventures.

Academic analysis aside, dungeons are fun. Deep, dark underground places are mysterious and frightening. Dungeons have many encounters crammed into one small space. Nothing is more exciting than anticipating what's on the other side of the next door. Dungeons offer many kinds of challenges—combat, tactics, navigation, overcoming obstacles, traps, and more. They encourage players to pay close attention to their environment, since everything in a dungeon is a potential danger.

In the Dungeons & Dragons game, the classes, spells, magic items, and many other facets of the game have been designed with dungeons in mind. That's not to say that the dungeon is the only possible adventuring environment, but it is the default setting. Many of the tasks that characters can do well, such as a rogue's Open Lock skill or an elf's ability to notice secret doors, are centered around dungeon adventuring.

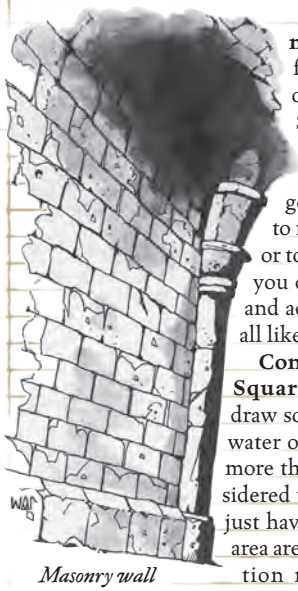
When in doubt while creating the setting for an adventure, use a dungeon. However, despite opportunities for exploration and the combat-intensive nature of dungeons, don't neglect to include chances for PCs to interact with NPCs such as dwarf strike teams, other adventuring parties, or weird denizens that are happier to talk than to fight.

and populate it. Rumors in some places speak of the Underdark, a subterranean world that is one enormous natural cavern complex running under the surface of entire continents.

Natural cavern complexes can be quite beautiful, with stalactites, stalagmites, flowstone, columns, and other limestone formations. However, from an adventuring point of view they have a serious shortcoming: less treasure. Since the dungeon was not created for a specific purpose, there's little chance of happening upon a secret room filled with gold left behind by the previous occupants.

DUNGEON TERRAIN

Practically all dungeons have walls, floors, doors, and other kinds of common features. Adventurers quickly learn what the common features of a dungeon are—and you can use this fact to your advantage. Common features create consistency (which helps suspend disbelief) and allow you to create interesting surprises by changing the features—sometimes only slightly. When the PCs enter a dungeon, it's often useful to establish some conventions so that misunderstandings don't crop up later.



Masonry wall

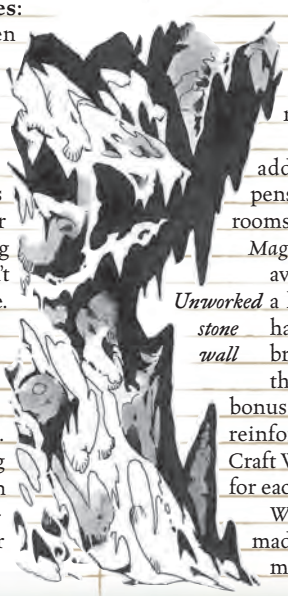
Convention #1—Default Elements: Tell your players what the floor is like, what the walls are made of, and how high the ceilings are. Say that you'll let them know if any of these default elements change. That helps them imagine the dungeon, and it keeps you from having to repeat yourself. If most of the doors or tombs in your dungeon are identical, you can describe the first one in detail and add, "Unless I say otherwise, they're all like this one."

Convention #2—On the Grid, Each Square Has One Feature: When you draw something such as a pool of shallow water on your map grid, any square that's more than half covered by the pool is considered to have water in it, but squares that just have water in a small fraction of their area are considered dry. Using this convention means you don't have to create straight-edged, unnatural-looking terrain features by forcing them to conform to a square grid that doesn't exist in the game world.

Convention #3—Establish Standard Procedures: Once the characters fall into a predictable pattern when confronted with some recurring kind of challenge such as a closed door, it's okay to assume that the characters do that every time. For example, if the rogue always searches a door for traps, then makes a Listen check to hear what's on the other side, then tries to pick the lock, you can establish that as the standard procedure. This convention saves time because you don't have to wait for players to declare their characters' actions before calling for the checks, and it helps the players because they won't accidentally overlook a step in their standard procedure.

WALLS

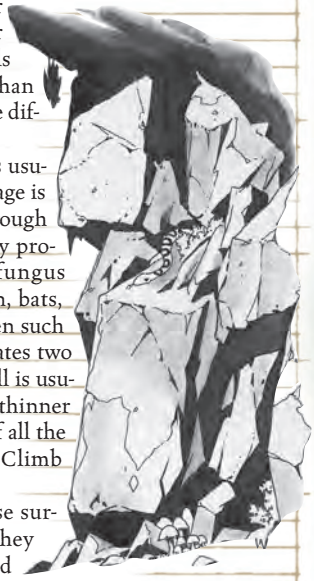
Sometimes, masonry walls—stones piled on top of each other (usually but not always held in place with mortar)—divide dungeons into corridors and chambers. Dungeon walls can also be hewn from solid rock, leaving them with a rough, chiseled look. Or, dungeon walls can be the smooth, unblemished stone of a naturally occurring cave. Dungeon walls are difficult to break down or through, but they're generally easy to climb.



Unworked stone wall

Masonry Walls: The most common kind of dungeon wall, masonry walls are usually at least 1 foot thick. Often these ancient walls sport cracks and crevices, and sometimes dangerous slimes or small monsters live in these areas and wait for prey. Masonry walls stop all but the loudest noises. It takes a DC 20 Climb check to travel along a masonry wall.

Superior Masonry Walls: Sometimes masonry walls are better built (smoother, with tighter-fitting stones and less cracking), and occasionally these superior walls are covered with plaster or stucco. Covered walls often bear paintings, carved reliefs, or other decoration. Superior masonry walls are no more difficult to destroy than regular masonry walls but are more difficult to climb (DC 25).



Hewn stone wall

Hewn Stone Walls: Such walls usually result when a chamber or passage is tunneled out from solid rock. The rough surface of a hewn wall frequently provides minuscule ledges where fungus grows and fissures where vermin, bats, and subterranean snakes live. When such a wall has an "other side" (it separates two chambers in the dungeon), the wall is usually at least 3 feet thick; anything thinner risks collapsing from the weight of all the stone overhead. It takes a DC 25 Climb check to climb a hewn stone wall.

Unworked Stone Walls: These surfaces are uneven and rarely flat. They are smooth to the touch but filled with tiny holes, hidden alcoves, and ledges at various heights. They're also usually wet or at least damp, since it's water that most frequently creates natural caves. When such a wall has an "other side," the wall is usually at least 5 feet thick. It takes a DC 15 Climb check to move along an unworked stone wall.

Special Walls: Sometimes you can place special walls in a dungeon. Expect players to react with curiosity and suspicion when their characters encounter these unusual walls.

Reinforced Walls: These are masonry walls with iron bars on one or both sides of the wall, or placed within the wall to strengthen it. The hardness of a reinforced wall remains the same, but its hit points are doubled and the Strength check DC to break through it is increased by 10.

Iron Walls: These walls are placed within dungeons around important places such as vaults.

Paper Walls: Paper walls are the opposite of iron walls, placed as screens to block line of sight but nothing more.

Wooden Walls: Wooden walls often exist as recent additions to older dungeons, used to create animal pens, storage bins, or just to make a number of smaller rooms out of a larger one.

Magically Treated Walls: These walls are stronger than average, with a greater hardness, more hit points, and a higher break DC. Magic can usually double the hardness and hit points and can add up to 20 to the break DC. A magically treated wall also gains a saving throw against spells that could affect it, with the save bonus equaling 2 + one-half the caster level of the magic reinforcing the wall. Creating a magic wall requires the Craft Wondrous Item feat and the expenditure of 1,500 gp for each 10 foot-by-10-foot wall section.

Walls with Arrow Slits: Walls with arrow slits can be made of any durable material but are most commonly masonry, hewn stone, or wood. Such a wall allows

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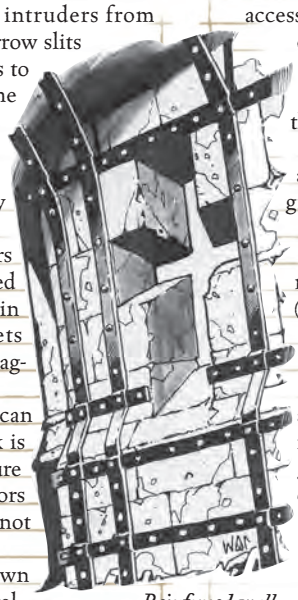
Table 3–9: Walls

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points[1]	Climb DC
Masonry	1 ft.	35	8	90 hp	20
Superior masonry	1 ft.	35	8	90 hp	25
Reinforced masonry	1 ft.	45	8	180 hp	15
Hewn stone	3 ft.	50	8	540 hp	25
Unworked stone	5 ft.	65	8	900 hp	15
Iron	3 in.	30	10	90 hp	25
Paper	Paper-thin	1	—	1 hp	30
Wood	6 in.	20	5	60 hp	21
Magically treated[2]	—	+20	×2	×2[3]	—

1 Per 10-foot-by-10-foot section.
2 These modifiers can be applied to any of the other wall types.
3 Or an additional 50 hit points, whichever is greater.

defenders to fire arrows or crossbow bolts at intruders from behind the safety of the wall. Archers behind arrow slits have improved cover that gives them a +8 bonus to Armor Class, a +4 bonus on Reflex saves, and the benefits of the improved evasion class feature.



Reinforced wall

Floors

As with walls, dungeon floors come in many types.

Flagstone: Like masonry walls, flagstone floors are made of fitted stones. They are usually cracked and only somewhat level. Slime and mold grows in these cracks. Sometimes water runs in rivulets between the stones or sits in stagnant puddles. Flagstone is the most common dungeon floor.

Uneven Flagstone: Over time, some floors can become so uneven that a DC 10 Balance check is required to run or charge across the surface. Failure means the character can't move in this round. Floors as treacherous as this should be the exception, not the rule.

Hewn Stone Floors: Rough and uneven, hewn floors are usually covered with loose stones, gravel, dirt, or other debris. A DC 10 Balance check is required to run or charge across such a floor. Failure means the character can still act, but can't run or charge in this round.

Light Rubble: Small chunks of debris litter the ground. Light rubble adds 2 to the DC of Balance and Tumble checks.

Dense Rubble: The ground is covered with debris of all sizes. It costs 2 squares of movement to enter a square with dense rubble. Dense rubble adds 5 to the DC of Balance and Tumble checks, and it adds 2 to the DC of Move Silently checks.

Smooth Stone Floors: Finished and sometimes even polished, smooth floors are found only in dungeons with capable and careful builders. (They are a hallmark of dwarf-delved dungeons.) Sometimes mosaics are set in the floor, some depicting interesting images and others just smooth marble.

Natural Stone Floors: The floor of a natural cave is as uneven as the walls. Caves rarely have flat surfaces of any great size. Rather, their floors have many levels. Some adjacent floor surfaces might vary in elevation by only a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more, requiring Climb checks to get from one surface to the other. Unless a path has been worn and well marked in the floor of a natural cave, it takes 2 squares of movement to enter a square with a natural stone floor, and the DC of Balance and Tumble checks increases by 5. Running and charging are impossible, except along paths.

Special Floors: A number of strange floorings and floor features exist to make a dungeon more interesting.

Slippery: Water, ice, slime, or blood can make any of the dungeon floors described in this section more treacherous. Slippery floors increase the DC of Balance and Tumble checks by 5.

Grate: A grate often covers a pit or an area lower than the main floor. Grates are usually made from iron, but large ones can also be made from iron-bound timbers. Many grates have hinges to allow access to what lies below (such grates can be locked like any door), while others are permanent and designed not to move. A typical 1-inch-thick iron grate has 25 hit points, hardness 10, and a DC of 27 for Strength checks to break through it or tear it loose.

Ledge: Ledges allow creatures to walk above some lower area. They often circle around pits, run along underground streams, form balconies around large rooms, or provide a place for archers to stand while firing upon enemies below. Narrow ledges (12 inches wide or less) require those moving along them to make Balance checks (see the skill description on page 67 of the *Player's Handbook* for DCs). Failure results in the moving character falling off the ledge.

Ledges sometimes have railings. In such a case, characters gain a +5 circumstance bonus on Balance checks to move along the ledge. A character who is next to a railing gains a +2 circumstance bonus on his opposed Strength check to avoid being bull rushed off the edge.

Ledges can also have low walls 2 to 3 feet high along their edges. Such walls provide cover against attackers within 30 feet on the other side of the wall, as long as the target is closer to the low wall than the attacker is.

Transparent Floor: Transparent floors, made of reinforced glass or magic materials (even a *wall of force*), allow a dangerous setting to be viewed safely from above. Transparent floors are sometimes placed over lava pools, arenas, monster dens, and torture chambers. They can be used by defenders to watch key areas for intruders.

Sliding Floors: A sliding floor is a type of trapdoor, designed to be moved and thus reveal something that lies beneath it. A typical sliding floor moves so slowly that anyone standing on one can avoid falling into the gap it creates, assuming there's somewhere else to go. If such a floor slides quickly enough that there's a chance of a character falling into whatever lies beneath—a spiked pit, a vat of burning oil, or a pool filled with sharks—then it's a trap (see page 67).

Trap Floors: Some floors are designed to become suddenly dangerous. With the application of just the right amount of weight, or the pull of a lever somewhere nearby, spikes protrude from the floor, gouts of steam or flame shoot up from hidden holes, or the entire floor tilts. These strange floors are sometimes found in an arena, designed to make combats more exciting and deadly. Construct these floors as you would any other trap.

Walls, Doors, and *Detect* Spells

Stone walls, iron walls, and iron doors are usually thick enough to block most *detect* spells, such as *detect thoughts*. Wooden walls, wooden doors, and stone doors are usually not thick enough to do so. However, a secret stone door built into a wall and as thick as the wall itself (at least 1 foot) does block most *detect* spells.

Doors

Doors in dungeons are much more than mere entrances and exits. Often they can be encounters all by themselves. After all, anything that can trigger a nasty trap, offer you a clue, zap you with a spell, or simply block your way deserves attention from the dungeon explorer. The doorways that doors are set in may be

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plain arches and lintels, or may be festooned with carvings—often gargoyles or leering faces but sometimes carved words that might reveal a clue to what lies beyond. Dungeon doors come in three basic types: wooden, stone, and iron.

Wooden Doors: Constructed of thick planks nailed together, sometimes bound with iron for strength (and to reduce swelling from dungeon dampness), wooden doors are the most common type. Wooden doors come in varying strengths: simple, good, and strong doors. Simple doors (break DC 13) are not meant to keep out motivated attackers. Good doors (break DC 16), while sturdy and long-lasting, are still not meant to take much punishment. Strong doors (break DC 23) are bound in iron and are a sturdy barrier to those attempting to get past them.

Iron hinges fasten the door to its frame, and typically a circular pull-ring in the center is there to help open it. Sometimes, instead of a pull-ring, a door has an iron pull-bar on one or both sides of the door to serve as a handle. In inhabited dungeons, these doors are usually well maintained (not stuck) and unlocked, although important areas are locked up if possible.

Stone: Carved from solid blocks of stone, these heavy, unwieldy doors are often built so that they pivot when opened, although dwarves and other skilled craftsfolk are able to fashion hinges strong enough to hold up a stone door. Secret doors concealed within a stone wall are usually stone doors. Otherwise, such doors stand as tough barriers protecting something important beyond. Thus, they are often locked or barred.

Iron: Rusted but sturdy, iron doors in a dungeon are hinged like wooden doors. These doors are the toughest form of nonmagical door. They are usually locked or barred.

Locks, Bars, and Seals: Dungeon doors may be locked, trapped, reinforced, barred, magically sealed, or sometimes just stuck. All but the weakest characters can eventually knock down a door with a heavy tool such as a sledgehammer, and a number of spells and magic items give characters an easy way around a locked door.

Attempts to literally chop a door down with a slashing or bludgeoning weapon use the hardness and hit points given in Table 3–10: Doors. Often the easiest way to overcome a recalcitrant door is not by demolishing it but by breaking its lock, bar, or hinges. When assigning a DC to an attempt to knock a door down, use the following as guidelines:

Stone door

DC 10 or Lower: a door just about anyone can break open.

DC 11–15: a door that a strong person could break with one try and an average person might be able to break with one try.

DC 16–20: a door that almost anyone could break, given time.

DC 21–25: a door that only a strong or very strong person has a hope of breaking, probably not on the first try.

DC 26 or Higher: a door that only an exceptionally strong person has a hope of breaking.

For specific examples in applying these guidelines, see Table 3–17: Random Door Types (page 78).

Locks: Dungeon doors are often locked, and thus the Open Lock skill comes in very handy. Locks are usually built into the door, either on the edge opposite the hinges or right in the middle of the door. Built-in locks either control an iron bar that juts out of the door and into the wall of its frame, or else a sliding iron bar or heavy wooden bar that rests behind the entire door. By contrast, padlocks are not built-in but usually run through two rings, one on the door and the other on the wall. More complex locks, such as combination locks and puzzle locks, are usually built into the door itself. Because such keyless locks are larger and more complex, they are typically only found in sturdy doors (strong wooden, stone, or iron doors).

Table 3–10: Doors

Door Type	Typical Thickness	Hardness	Hit Points	Break DC Stuck	Break DC Locked
Simple wooden	1 in.	5	10 hp	13	15
Good wooden	1-1/2 in.	5	15 hp	16	18
Strong wooden	2 in.	5	20 hp	23	25
Stone	4 in.	8	60 hp	28	28
Iron	2 in.	10	60 hp	28	28
Portcullis, wooden	3 in	5	30 hp	25[1]	25[1]
Portcullis, iron	2 in.	10	60 hp	25[1]	25[1]
Lock	—	15	30 hp		
Hinge	—	10	30 hp		

1 DC to lift. Use appropriate door figure for breaking.

Wooden door

The Open Lock DC to pick a lock often falls into the range of 20 to 30, although locks with lower or higher DCs can exist. A door can have more than one lock, each of which must be unlocked separately. Locks are often trapped, usually with poison needles that extend out to prick a rogue's finger.

Breaking a lock is sometimes quicker than breaking the whole door. If a PC wants to whack at a lock with a weapon, treat the typical lock as having hardness 15 and 30 hit points. A lock can only be broken if it can be attacked separately from the door, which means that a built-in lock is immune to this sort of treatment.

Keep in mind that in an occupied dungeon, every locked door should have a key somewhere. If the adventurers are unable to pick a lock or break down the door, finding whoever has the key and getting it away from its possessor can be an interesting part of the adventure.

A special door (see below for examples) might have a lock with no key, instead requiring that the right combination of nearby levers must be manipulated or the right symbols must be pressed on a keypad in the correct sequence to open the door. You're perfectly justified in ruling that some puzzle doors must be solved by the characters rather than being bypassed with an Open Lock check—for example, if a door only unlocks when the riddle carved on it is correctly answered, then it's up to the characters to solve the riddle.

Stuck Doors: Dungeons are often damp, and sometimes doors get stuck, particularly wooden doors. Assume that about 10% of wooden doors and 5% of non-wooden doors are stuck. These numbers can be doubled (to 20% and 10%, respectively) for long-abandoned or neglected dungeons. Table 3–17 (page 78) gives Strength check DCs to open various kinds of stuck doors.

Barred Doors: When characters try to bash down a barred door, it's the quality of the bar that matters,

Iron door

not the material the door is made of. It takes a DC 25 Strength check to break through a door with a wooden bar, and a DC 30 Strength check if the bar is made of iron. Characters can attack the door and destroy it instead, leaving the bar hanging in the now-open doorway.

Magic Seals: In addition to magic traps (described in the traps section below), spells such as *arcane lock* can discourage passage through a door. A door with an *arcane lock* spell on it is considered locked even if it doesn't have a physical lock. It takes a *knock* spell, a *dispel magic* spell, or a successful Strength check (DC equal to 10 + the value given on Table 3–17: Random Door Types, page 78) to get through such a door.

Hinges: Most doors have hinges. Obviously, sliding doors do not. (They usually have tracks or grooves instead, allowing them to slide easily to one side.)

Standard Hinges: These hinges are metal, joining one edge of the door to the doorframe or wall. Remember that the door swings open toward the side with the hinges. (So, if the hinges are on the PCs' side, the door opens toward them; otherwise it opens away from them.) Adventurers can take the hinges apart one at a time with successful Disable Device checks (assuming the hinges are on their side of the door, of course). Such a task has a DC of 20 because most hinges are rusted or stuck. Breaking a hinge is difficult. Most have hardness 10 and 30 hit points. The break DC for a hinge is the same as for breaking down the door (see Table 3–17: Random Door Types, page 78).

Nested Hinges: These hinges are much more complex than ordinary hinges, and are found only in areas of excellent construction, such as an underground dwarven citadel. These hinges are built into the wall and allow the door to swing open in either direction. PCs can't get at the hinges to fool with them unless they break through the doorframe or wall. Nested hinges are typically found on stone doors but sometimes on wooden or iron doors as well.

Pivots: Pivots aren't really hinges at all, but simple knobs jutting from the top and bottom of the door that fit into holes in the doorframe, allowing the door to spin. The advantages of pivots is that they can't be dismantled like hinges and they're simple to make. The disadvantage is that since the door pivots on its center of gravity (typically in the middle), nothing larger than half the door's width can fit through. Doors with pivots are usually stone and are often quite wide to overcome this disadvantage. Another solution is to place the pivot toward one side and have the door be thicker at that end and thinner toward the other end so that it opens more like a normal door. Secret doors in walls often turn on pivots, since the lack of hinges makes it easier to hide the door's presence. Pivots also allow objects such as bookcases to be used as secret doors.

Special Doors: An interesting facet of a dungeon might be a sealed door too strong to break down. Such a door might be opened only by operating secret switches, or hidden (and distant) levers. Crafty builders make using the switches or levers more difficult by requiring that they be used in a special way. For example, a particular door might only open if a series of four levers is moved into a specific configuration—two pushed up and two pushed down. If a lever in the series is put in the wrong position, a trap is sprung. Now imagine how much more difficult it would be if there were a dozen or more levers, with multiple settings, spread out through the entire dungeon. Finding the method to open a special door (perhaps leading into the vault, the vampire's lair, or the dragon's secret temple) can be an adventure in itself.

Sometimes a door is special because of its construction. A lead-lined door, for example, provides a barrier against many detection spells. A heavy iron door might be built in a circular design, rolling to one side on a track once it is opened. A mechanical door linked with levers or winches might not open unless the proper mechanism is activated. Such doors often sink into the floor, rise up into the ceiling, lower like a drawbridge, or slide into the wall rather than merely swinging open like a normal door.

Secret Doors: Disguised as a bare patch of wall (or floor, or ceiling), a bookcase, a fireplace, or a fountain, a secret door leads to a secret passage or room. Someone examining the area finds a secret door, if one exists, on a successful Search check (DC 20 for a typical secret door to DC 30 for a well-hidden secret door). Remember that elves have a chance to detect a secret door just by casually looking at an area.

Many secret doors require a special method of opening, such as a hidden button or pressure plate. Secret doors can open like normal doors, or they may pivot, slide, sink, rise, or even lower like a drawbridge to permit access. Builders might put a secret door down low near the floor or high up in a wall, making it difficult to find or reach. Wizards and sorcerers have a spell, *phase door*, that allows them to create a magic secret door that only they can use.

Magic Doors: Enchanted by the original builders, a door might speak to explorers, warning them away. It might be protected from harm, increasing its hardness or giving it more hit points as well as an improved saving throw bonus against *disintegrate* and other similar spells. A magic door might not lead into the space revealed beyond, but instead it might be a portal to a faraway place or even another plane of existence. Other magic doors might require passwords or special keys (ranging from the tail feather of an evil eagle, to a note played upon a lute, to a certain frame of mind) to open them. Effectively, the range and variety of magic doors is limited only by your imagination.

Door Traps: More often than just about any other facet of a dungeon, doors are protected by traps. The reason is pretty obvious—an opened door means an intruder. A mechanical trap can be connected to a door by wires or springs so that it activates when the door is opened—firing an arrow, releasing a cloud of gas, opening a trapdoor, letting loose a monster, dropping a heavy block on intruders, or whatever. Magic traps such as *glyphs of warding* typically are cast directly on the door, blasting intruders with flame or some other magical attack.

Portcullises: These special doors consist of iron or thick, iron-bound, wooden shafts that descend from a recess in the ceiling above an archway. Sometimes a portcullis has crossbars that create a grid, sometimes not. Typically raised by means of a winch or a capstan, a portcullis can be dropped quickly, and the shafts end in spikes to discourage anyone from standing underneath (or from attempting to dive under it as it drops). Once it is dropped, a portcullis locks, unless it is so large that no normal person could lift it anyway. In any event, lifting a typical portcullis requires a DC 25 Strength check.

ROOMS

Rooms in dungeons vary in shape and size. Although many are simple in construction and appearance, particularly interesting rooms have multiple levels joined by stairs, ramps, or ladders, as well as statuary, altars, pits, chasms, bridges, and more.

Keep three things in mind when designing a dungeon room: decoration, ceiling support, and exits.

Most kinds of intelligent creatures have a tendency to decorate their lairs. It should be fairly commonplace to find carvings or paintings on the walls of dungeon rooms. Exploring adventurers also often encounter statues and bas reliefs, as well as scrawled messages, marks, and maps left behind by others who have come this way before. Some of these marks amount to little more than graffiti ("Robilar was here"), while others may be useful to adventurers who examine them closely.

Underground chambers are prone to collapse, so many rooms—particularly large ones—have arched ceilings or pillars to support the weight of the rock overhead.

Pay close attention to the exits. Creatures that can't open doors can't make a lair in a sealed room without some sort of external assistance. Strong creatures without the ability to open doors

smash them down if necessary. Burrowing creatures might dig their own exits.

In general, both the PCs and the monsters should be able to move around a room without too much difficulty. Fighting a battle in particularly tight quarters can make for an interesting change of pace, however.

Common dungeon rooms fall into the following broad categories. Use them as a springboard for your own creations, not as a limited list.

Guard Post: Intelligent, social denizens of the dungeon will generally have a series of adjacent rooms they consider "theirs," and they'll guard the entrances to that common area. A guard post may just be a room with a table where bored gnolls play a dice game. Or it might be a pair of iron golems backed up by two *fireball*-casting drow wizards hiding in balconies overhead. When you design a guard post, decide how many guards are on duty, note their Listen and Spot modifiers, and decide what they do when they notice intruders. Some will rush headlong into a fight, while others will negotiate, sound an alarm, or retreat to get help.

Living Quarters: All but the most nomadic creatures have a lair where they can rest, eat, and store their treasure. Living quarters commonly include beds (if the creature sleeps), possessions (both valuable and mundane), and some sort of food preparation area (anything from a well-stocked kitchen to a fire pit to a hunk of rotting venison). Noncombatant creatures such as juveniles and the elderly are often found here.

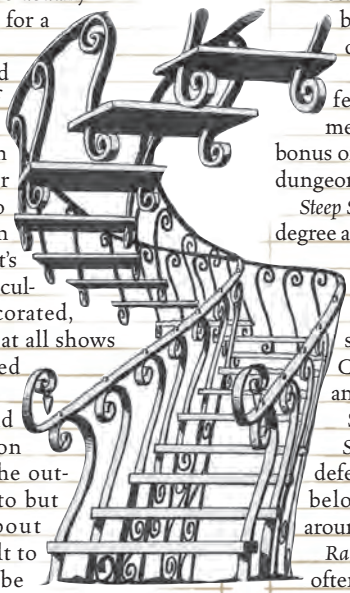
Work Area: The bugbear fletcher has an alcove where he makes new arrows for the tribe. The mind flayers have a grisly torture chamber where they bring their stunned victims for brain extraction. Most intelligent creatures do more than just guard, eat, and sleep, and many devote rooms to magic laboratories, workshops for weapons and armor, or studios for more esoteric tasks.

Shrine: The ogre in the cave keeps a candle lit next to the skull of his child, which was killed by human hunters. The kuo-toas have a series of underwater altars dedicated to their dread god Blibdoolpoolp. Any creature that is particularly religious may have some place dedicated to worship, and others may venerate something of great historical or personal value. Depending on the creature's resources and piety, a shrine can be humble or extensive. A shrine is where PCs will likely encounter NPC clerics, and it's common for wounded monsters to flee to a shrine friendly to them when they seek healing.

Vault: Well protected, often by a locked iron door, a vault is a special room that contains treasure. There's usually only one entrance—an appropriate place for a trap.

Crypt: Although sometimes constructed like a vault, a crypt can also be a series of individual rooms, each with its own sarcophagus, or a long hall with recesses on either side—shelves to hold coffins or bodies. Wise adventurers expect to encounter undead in a crypt, but are often willing to risk it to look for the treasure that's often buried with the dead. Crypts of most cultures are well appointed and highly decorated, since the fact that the crypt was created at all shows great reverence for the dead entombed within.

Those who are worried about undead rising from the grave take the precaution of locking and trapping a crypt from the outside—making the crypt easy to get into but difficult to leave. Those worried about tomb robbers make their crypts difficult to get into. Some builders do both, just to be on the safe side.



Spiral staircase made of iron

CORRIDORS

Stretching into the darkness, a mysterious, cobweb-filled passage deeper into the dungeon can be intriguing and a little frightening. All dungeons have rooms, and most have corridors. While most corridors simply connect rooms, sometimes they can be encounter areas in their own right because of traps, guard patrols, and wandering monsters out on the hunt.

When designing a dungeon, make sure the corridors are large enough for the dungeon residents to use. (For example, a dragon needs a pretty big tunnel to get in and out of its lair.) Wealthy, powerful, or talented dungeon builders may favor wide corridors to give a grand appearance to their residences. Otherwise, passages are no larger than they need to be. (Tunneling is expensive, back-breaking, and time-consuming work.) Corridors narrower than 10 feet can make it difficult for all the members of the PC party to get involved in any fights that occur, so make them the exception rather than the rule.

Corridor Traps: Because passageways in dungeons tend to be narrow, offering few movement options, dungeon builders like to place traps in them. In a cramped passageway, there's no way for intruders to move around concealed pits, falling stones, arrow traps, tilting floors, and sliding or rolling rocks that fill the entire passage. For the same reason, magic traps such as *glyphs of warding* are effective in hallways as well.

Mazes: Usually, passages connect chambers in the simplest and straightest manner possible. Some dungeon builders, however, design a maze or a labyrinth within the dungeon. This sort of construction is difficult to navigate (or at least to navigate quickly) and, when filled with monsters or traps, can be an effective barrier. A maze can be used to cut off one area of the dungeon, deflecting intruders away from a protected spot. Generally, though, the far side of a maze holds an important crypt or vault—someplace that the dungeon's regular inhabitants rarely need to get to.

MISCELLANEOUS FEATURES

Any dungeon is made more interesting by the inclusion of some or all of the following features.

Stairs: The usual way to connect different levels of a dungeon is with stairs. Straight stairways, spiral staircases, or stairwells with multiple landings between flights of stairs are all common in dungeons, as are ramps (sometimes with an incline so slight that it can be difficult to notice; Spot DC 15). Stairs are important accessways, and are sometimes guarded or trapped. Traps on stairs often cause intruders to slide or fall down to the bottom, where a pit, spikes, a pool of acid, or some other danger awaits.

Gradual Stairs: Stairs that rise less than 5 feet for every 5 feet of horizontal distance they cover don't affect movement, but characters who attack a foe below them gain a +1 bonus on attack rolls from being on higher ground. Most stairs in dungeons are gradual, except for spiral stairs (see below).

Steep Stairs: Characters moving up steep stairs (which rise at a 45-degree angle or steeper) must spend 2 squares of movement to enter each square of stairs. Characters running or charging down steep stairs must succeed on a DC 10 Balance check upon entering the first steep stairs square. Characters who fail stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more take 1d6 points of damage and fall prone in the square where they end their movement. Steep stairs increase the DC of Tumble checks by 5.

Spiral Stairs: This form of steep stairs is designed to make defending a fortress easier. Characters gain cover against foes below them on spiral stairs because they can easily duck around the staircase's central support.

Railings and Low Walls: Stairs that are open to large rooms often have railings or low walls. They function as described for ledges (see Special Floors, page 60).

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Bridge: A bridge connects two higher areas separated by a lower area, stretching across a chasm, over a river, or above a pit. A simple bridge might be a single wooden plank, while an elaborate one could be made of mortared stone with iron supports and side rails.

Narrow Bridge: If a bridge is particularly narrow, such as a series of planks laid over lava fissures, treat it as a ledge (see Special Floors, page 60). It requires a Balance check (DC dependent on width) to cross such a bridge.

Rope Bridge: Constructed of wooden planks suspended from ropes, a rope bridge is convenient because it's portable and can be easily removed. It takes two full-round actions to untie one end of a rope bridge, but a DC 15 Use Rope check reduces the time to a move action. If only one of the two supporting ropes is attached, everyone on the bridge must succeed on a DC 15 Reflex save to avoid falling off, and thereafter must make DC 15 Climb checks to move along the remnants of the bridge.

Rope bridges are usually 5 feet wide. The two ropes that support them have 8 hit points each.

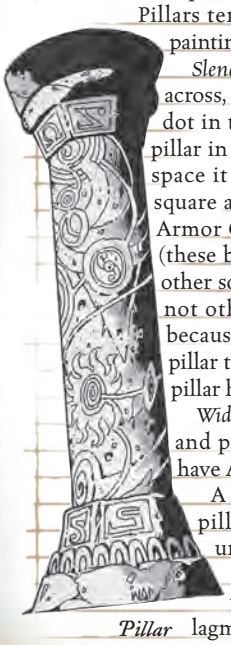
Drawbridge: Some bridges have mechanisms that allow them to be extended or retracted from the gap they cross. Typically, the winch mechanism exists on only one side of the bridge. It takes a move action to lower a drawbridge, but the bridge doesn't come down until the beginning of the lowering character's next turn. It takes a full-round action to raise a drawbridge; the drawbridge is up at the end of the action.

Particularly long or wide drawbridges may take more time to raise and lower, and some may require Strength checks to rotate the winch.

Railings and Low Walls: Some bridges have railings or low walls along the sides. If a bridge does, the railing or low walls affect Balance checks and bull rush attempts as described for ledges (see Special Floors, page 60). Low walls likewise provide cover to bridge occupants.

Chutes and Chimneys: Stairs aren't the only way to move up and down in a dungeon. Sometimes a vertical shaft connects levels of a dungeon or links a dungeon with the surface. Chutes are usually traps that dump characters into a lower area—often a place featuring some dangerous situation with which they must contend.

Pillar: A common sight in any dungeon, pillars and columns give support to ceilings. The larger the room, the more likely it has pillars. As a rule of thumb, the deeper in the dungeon a room is, the thicker the pillars need to be to support the overhead weight. Pillars tend to be polished and often have carvings, paintings, or inscriptions upon them.



Pillar

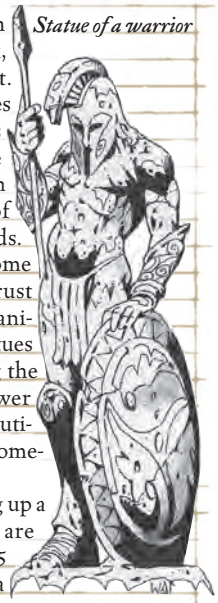
Slender Pillar: These pillars are only a foot or two across, so they don't occupy a whole square. Place a dot in the center of each square that has a slender pillar in it, and don't worry about exactly how much space it takes up. A creature standing in the same square as a slender pillar gains a +2 cover bonus to Armor Class and a +1 cover bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a slender pillar does not otherwise affect a creature's fighting space, because it's assumed that the creature is using the pillar to its advantage when it can. A typical slender pillar has AC 4, hardness 8, and 250 hit points.

Wide Pillar: These pillars take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 8, and 900 hit points.

A DC 20 Climb check is sufficient to climb most pillars; the DC increases to 25 for polished or unusually slick ones.

Stalagmite/Stalactite: These tapering natural rock columns extend from the floor (stalagmite) or the ceiling (stalactite). Stalagmites and stalactites function as slender pillars, although it is rumored that deep in the Underdark, some wide stalagmites and stalactites exist.

Statue of a warrior



Statue: Reflections of bygone days, statues found in dungeons can be realistic depictions of persons, creatures, or scenes, or they can be less lifelike in their imagery. Statues often serve as commemorative representations of people from the past as well as idols of gods. Statues may be either painted or left bare. Some have inscriptions. Adventurers wisely distrust statues in dungeons for fear that they may animate and attack, as a stone golem can do. Statues in a dungeon could also be a sign indicating the presence of a monster with a petrifying power (such as a medusa or a cockatrice). Feel free to utilize both of these ideas, but don't forget that sometimes a statue is just a statue.

Most statues function as wide pillars, taking up a square and providing cover. Some statues are smaller and act as slender pillars. A DC 15 Climb check allows a character to climb a statue.

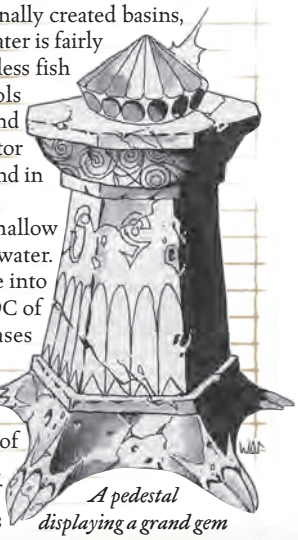
Tapestry: Elaborately embroidered patterns or scenes on cloth, tapestries hang from the walls of well-appointed dungeon rooms or corridors. They not only make chambers more comfortable as a residence but can add a ceremonial touch to shrines and throne rooms. Crafty builders take advantage of tapestries to place alcoves, concealed doors, or secret switches behind them. Sometimes the images in a tapestry contain clues to the nature of the builders, the inhabitants, or the dungeon itself.

Tapestries provide total concealment (50% miss chance) to characters behind them if they're hanging from the ceiling, or concealment (20% miss chance) if they're flush with the wall.

Climbing a big tapestry isn't particularly difficult, requiring a DC 15 Climb check (or DC 10 if a wall is within reach).

Pedestal: Anything important on display in a dungeon, from a fabulous treasure to a coffin, tends to rest atop a pedestal or a dais. Raising the object off the floor focuses attention on it (and, in practical terms, keeps it safe from any water or other substance that might seep onto the floor). A pedestal is often trapped to protect whatever sits atop it. It can conceal a secret trapdoor beneath itself or provide a way to reach a door in the ceiling above itself. Only the largest pedestals take up an entire square; most provide no cover.

Pool: Pools of water collect naturally in low spots in dungeons (a dry dungeon is rare). Pools can also be wells or natural underground springs, or they can be intentionally created basins, cisterns, and fountains. In any event, water is fairly common in dungeons, harboring sightless fish and sometimes aquatic monsters. Pools provide water for dungeon denizens, and thus are as important an area for a predator to control as a watering hole aboveground in the wild.



A pedestal displaying a grand gem

Shallow Pool: If a square contains a shallow pool, it has roughly 1 foot of standing water. It costs 2 squares of movement to move into a square with a shallow pool, and the DC of Tumble checks in such squares increases by 2.

Deep Pool: These squares have at least 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep pool, or characters can swim if they wish. Small or smaller creatures

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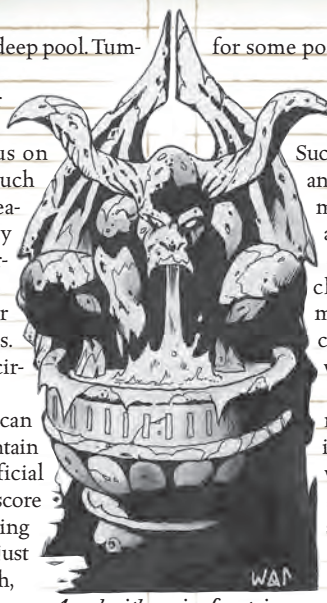
must swim to move through a square containing a deep pool. Tumbling is impossible in a deep pool.

The water in a deep pool provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't also underwater.

Deep pool squares are usually clustered together and surrounded by a ring of shallow pool squares.

Both shallow pools and deep pools impose a –2 circumstance penalty on Move Silently checks.

Special Pools: Through accident or design, a pool can become magically enhanced. Rarely, a pool or a fountain may be found that has the ability to bestow beneficial magic on those who drink from it—healing, ability score modification, transmutation magic, or even something as amazing as a *wish* spell. However, magic pools are just as likely to curse the drinker, causing a loss of health, an unwanted polymorphing, or some even greater affliction. Typically, water from a magic pool loses its potency if removed from the pool for more than an hour or so.



A pool with a grim fountain

Some pools have fountains. Occasionally these are merely decorative, but they often serve as the focus of a trap or the source of a pool's magic.

Most pools are made of water, but anything's possible in a dungeon. Pools can hold unsavory substances such as blood, poison, oil, or magma. And even if a pool holds water, it can be holy water, saltwater, or water tainted with disease (see page 292 for some possible diseases).

Elevator: In place of or in addition to stairs, an elevator (essentially an oversized dumbwaiter) can take inhabitants from one dungeon level to the next. Such an elevator may be mechanical (using gears, pulleys, and winches) or magical (such as a *levitate* spell cast on a movable flat surface). A mechanical elevator might be as small as a platform that holds one character at a time, or as large as an entire room that raises and lowers. A clever builder might design an elevator room that moves up or down without the occupants' knowledge to catch them in a trap, or one that appears to have moved when it actually remained still.

A typical elevator ascends or descends 10 feet per round at the beginning of the operator's turn (or on initiative count 0 if it functions without regard to whether creatures are on it. Elevators can be enclosed, can have railings or low walls, or may simply be treacherous floating platforms.

Ladders: Whether free-standing or rungs set into a wall, a ladder requires a DC 0 Climb check to ascend or descend.

Shifting Stone or Wall: These features can cut off access to a passage or room, trapping adventurers in a dead end or preventing escape out of the dungeon. Shifting walls can force explorers to go down a dangerous path or prevent them from entering a special area. Not all shifting walls need be traps. For example, stones controlled by pressure plates, counterweights, or a secret lever can shift out of a wall to become a staircase leading to a hidden upper room or secret ledge.

Shifting stones and walls are generally constructed as traps (see

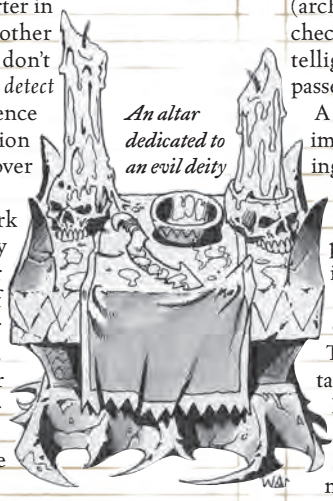
Table 3–11: Major Features and Furnishings

d%	Feature/Furnishing
01	Alcove
02	Altar
03	Arch
04	Arrow slit (wall)/murder hole (ceiling)
05	Balcony
06	Barrel
07	Bed
08	Bench
09	Bookcase
10	Brazier
11	Cage
12	Caldron
13	Carpet
14	Carving
15	Casket
16	Catwalk
17	Chair
18	Chandelier
19	Charcoal bin
20	Chasm
21	Chest
22	Chest of drawers
23	Chute
24	Coat rack
25	Collapsed wall
26	Crate
27	Cupboard
28	Curtain
29	Divan
30	Dome
31	Door (broken)
32	Dung heap
33	Evil symbol
34	Fallen stones
35	Firepit
36	Fireplace
37	Font
38	Forge
39	Fountain
40	Furniture (broken)
41	Gong
42	Hay (pile)
43	Hole
44	Hole (blasted)
45	Idol
46	Iron bars
47	Iron maiden
48	Kiln
49	Ladder
50	Ledge
51	Loom
52	Loose masonry
53	Manacles
54	Manger
55	Mirror
56	Mosaic
57	Mound of rubble
58	Oven
59	Overhang
60	Painting
61	Partially collapsed ceiling
62	Pedestal
63	Peephole
64	Pillar
65	Pillory
66	Pit (shallow)
67	Platform
68	Pool
69	Portcullis
70	Rack
71	Ramp
72	Recess
73	Relief
74	Sconce
75	Screen
76	Shaft
77	Shelf
78	Shrine
79	Spinning wheel
80	Stall or pen
81	Statue
82	Statue (toppled)
83	Steps
84	Stool
85	Stuffed beast
86	Sunken area
87	Table (large)
88	Table (small)
89	Tapestry
90	Throne
91	Trash (pile)
92	Tripod
93	Trough
94	Tub
95	Wall basin
96	Wardrobe
97	Weapon rack
98	Well
99	Winch and pulley
100	Workbench

page 67), with triggers and Search and Disable Device DCs. However they don't have Challenge Ratings because they're inconveniences, not deadly in and of themselves.

Teleporters: Sometimes useful, sometimes devious, places in a dungeon rigged with a teleportation effect (such as a *teleportation circle*) transport characters to some other location in the dungeon or someplace far away. They can be traps, teleporting the unwary into dangerous situations, or they can be an easy mode of transport for those who built or live in the dungeon, good for bypassing barriers and traps or simply to get around more quickly. Devious dungeon designers might place a teleporter in a room that transports characters to another seemingly identical room so that they don't even know they've been teleported. A *detect magic* spell will provide a clue to the presence of a teleporter, but direct experimentation or other research is the only way to discover where the teleporter leads.

Altars: Temples—particularly to dark gods—often exist underground. Usually taking the form of a stone block, an altar is the main fixture and central focus of such a temple. Sometimes all the other trappings of the temple are long gone, lost to theft, age, and decay, but the altar survives. Some altars have traps or powerful magic within them. Most take up one or two squares on the grid and provide cover to creatures behind them.



An altar dedicated to an evil deity

CAVE-INS AND COLLAPSES (CR 8)

Cave-ins and collapsing tunnels are extremely dangerous. Not only do dungeon explorers face the danger of being crushed by tons of falling rock, even if they survive they may be buried beneath a pile of rubble or cut off from the only known exit. A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a 15-foot radius and a 10-foot-radius slide zone extending beyond the bury zone.

A weakened ceiling can be spotted with a DC 20 Knowledge (architecture and engineering) or DC 20 Craft (stonemasonry) check. Remember that Craft checks can be made untrained as Intelligence checks. A dwarf can make such a check if he simply passes within 10 feet of a weakened ceiling.

A weakened ceiling may collapse when subjected to a major impact or concussion. A character can cause a cave-in by destroying half the pillars holding the ceiling up. If you want to create a room where a collapse is a real possibility, include a number of pillars that have already toppled before the PCs arrive. (The presence of broken pillars is an obvious clue to a weakened ceiling, even for characters with no particular knowledge.)

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check. If it fails, he takes 1d6 points of lethal damage each minute thereafter until freed or dead.

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Table 3–12: Minor Features and Furnishings

d%	Feature/Furnishing
01	Anvil
02	Ash
03	Backpack
04	Bale (straw)
05	Bellows
06	Belt
07	Bits of fur
08	Blanket
09	Bloodstain
10	Bones (humanoid)
11	Bones (nonhumanoid)
12	Books
13	Boots
14	Bottle
15	Box
16	Branding iron
17	Broken glass
18	Bucket
19	Candle
20	Candelabra
21	Cards (playing cards)
22	Chains
23	Claw marks
24	Cleaver
25	Clothing
26	Cobwebs
27	Cold spot
28	Corpse (adventurer)
29	Corpse (monster)
30	Cracks
31	Dice
32	Discarded weapons
33	Dishes
34	Dripping water
35	Drum
36	Dust
37	Engraving
38	Equipment (broken)
39	Equipment (usable)
40	Flask
41	Flint and tinder
42	Foodstuffs (spoiled)
43	Foodstuffs (edible)
44	Fungus
45	Grinder
46	Hook
47	Horn
48	Hourglass
49	Insects
50	Jar
51	Keg
52	Key
53	Lamp
54	Lantern
55	Markings
56	Mold
57	Mud
58	Mug
59	Musical instrument
60	Mysterious stain
61	Nest (animal)
62	Odor (unidentifiable)
63	Oil (fuel)
64	Oil (scented)
65	Paint
66	Paper
67	Pillows
68	Pipe (smoking pipe)
69	Pole
70	Pot
71	Pottery shard
72	Pouch
73	Puddle (water)
74	Rags
75	Razor
76	Rivulet
77	Ropes
78	Runes
79	Sack
80	Scattered stones
81	Scorch marks
82	Scroll (nonmagical)
83	Scroll case (empty)
84	Skull
85	Slime
86	Sound (unexplained)
87	Spices
88	Spike
89	Teeth
90	Tongs
91	Tools
92	Torch (stub)
93	Tray
94	Trophy
95	Twine
96	Urn
97	Utensils
98	Whetstone
99	Wood (scraps)
100	Words (scrawled)

Characters who aren't buried can dig out their friends. In 1 minute, using only his hands, a character can clear rocks and debris equal to five times his heavy load limit (see Table 9–1: Carrying Capacity, page 162 of the *Player's Handbook*). The amount of loose stone that fills a 5-foot-by-5-foot area weighs one ton (2,000 pounds). Therefore, the average adventurer (Str 10, heavy load limit 100 lb.) takes 4 minutes to clear a 5-foot cube filled with stone (100 lb. × 5 = 500 lb.; 500 lb. × 4 = 2,000 lb.). A half-orc with 20 Strength (heavy load limit 400 lb.) can accomplish the same feat in 1 minute (400 lb. × 5 = 2,000 lb.). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. You may allow a buried character to free himself with a DC 25 Strength check.

ILLUMINATION

Some dungeons are well-lighted, while others are as dark as pitch. The illumination in a dungeon you create should depend on two factors: the monsters that inhabit it and your preference as a DM.

Obviously, monsters without any way to see in the dark will carry light with them or keep the areas they frequent illuminated. On the opposite end of the spectrum, creatures with blindsight and tremorsense can often do without light. In general, smart monsters will keep the lights off if they're worried about attacks from humans and other creatures that can't see in the dark. And less intelligent monsters may live in the dark simply because they haven't mastered the crafts of magic or making fire.

Creatures with 60-foot darkvision fall somewhere between the two extremes. They have an advantage against creatures without darkvision if they fight in the dark. On the other hand, few intelligent creatures will willingly live their day-to-day lives in black and white when a simple torch or 0-level spell would let them see colors. Many underground civilizations keep "safe" areas lighted, but douse their lanterns if they're warned of intruders from the surface world.

Another aspect of darkvision to consider is its limited range. Creatures who live in a vast underground cavern might have torches to light the entrance, which otherwise they couldn't see because it's more than 60 feet away from much of the cavern. Because regular vision extends until it's blocked, their guards can see without being seen—a major tactical advantage.

You may want to have combat in the dark sparingly because it can be frustrating for the players, who spend much of their time guessing which squares their foes are in. A fight in the darkness is also harder for you to keep track of, because you have to know where every unseen foe is. It may be easier for you and the players to simply establish the convention that in this dungeon, torches are set in sconces every 40 feet along the walls. But done sparingly and well, a fight in the darkness can turn into an exciting cat-and-mouse game, in which characters with good Listen scores really have a chance to shine.

Random Features and Furnishings

Table 3–11: Major Features and Furnishings is a list of large or predominant features commonly found in dungeons. Use this table as a feature generator when creating a random dungeon or to round out one you are creating.

Adventures can also come across small bits and contents of dungeon rooms while exploring. Use Table 3–12: Minor Features and Furnishings to generate these contents randomly, or pick what appeals to you from the list.

TRAPS

In a dungeon, adventurers can fall to their deaths, be burned alive, or find themselves peppered with poisoned darts—all without ever having encountered a single monster. Dungeons tend to be filled with barriers or life-threatening traps of one kind or another. The following section describes how traps work, provides a large selection of sample traps, and offers some basic rules for trap creation.

Types of Traps: A trap can be either mechanical or magic in nature. Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. A mechanical trap can be constructed by a PC through successful use of the Craft (trapmaking) skill (see Designing a Trap, page 74, and the skill description on page 70 of the *Player's Handbook*).

Magic traps are further divided into spell traps and magic device traps. Magic device traps initiate spell effects when activated, just as wands, rods, rings, and other magic items do. Creating a magic device trap requires the Craft Wondrous Item feat (see Designing a Trap, page 74, and the feat description on page 92 of the *Player's Handbook*).

Spell traps are simply spells that themselves function as traps, such as *fire trap* or *glyph of warding*. Creating a spell trap requires the services of a character who can cast the needed spell or spells, who is usually either the character creating the trap or an NPC spellcaster hired for the purpose.

MECHANICAL TRAPS

Dungeons are frequently equipped with deadly mechanical (nonmagical) traps, such as hidden crossbows that fire when the target unwittingly steps on a trigger plate on the floor, or hallways rigged to collapse in a deadly cave-in. A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the heroes receive a saving throw to mitigate its effects. Traps that attack with arrows, sweeping blades, and other types of weaponry make normal attack rolls, with a specific attack bonus dictated by the trap's design.

Creatures who succeed on a DC 20 Search check detect a simple mechanical trap before it is triggered. (A simple trap is a snare, a trap triggered by a tripwire, or a large trap such as a pit.)

A character with the trap sense class feature who succeeds on a DC 21 (or higher) Search check detects a well-hidden or complex mechanical trap before it is triggered. Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers.

MAGIC TRAPS

Many spells can be used to create dangerous traps. For example, high-level clerics can create *glyphs of warding* or *symbol* spells to prevent intruders from entering a particular area, while high-level wizards can create *fire traps* or *permanent images* to conceal dangers or confuse invaders. Unless the spell or item description states otherwise, assume the following to be true.

- A successful Search check (DC 25 + spell level) made by a rogue (and only a rogue) detects a magic trap before it goes off. Other characters have no chance to find a magic trap with a Search check.

BEHIND THE CURTAIN: TRAPS

Why use traps? Traps change the play of the game. If the adventurers suspect traps or have encountered them frequently in the past, they're much more likely to be cautious on adventures and particularly in dungeons. While instilling a little fear and paranoia in players can be fun, you should be aware that this also tends to slow down play, and searching every square foot of a corridor can get tedious for players and DM alike.

The solution is to place traps only when appropriate. Characters and creatures put traps on tombs and vaults to keep out intruders, but traps can be annoying and inappropriate in well-traveled areas. An intelligent creature is never going to build a trap that it might fall victim to itself.

- Magic traps permit a saving throw in order to avoid the effect (DC 10 + spell level × 1.5).
- Magic traps may be disarmed by a rogue (and only a rogue) with a successful Disable Device check (DC 25 + spell level).

ELEMENTS OF A TRAP

All traps—mechanical or magic—have the following elements: trigger, reset, Search DC, Disable Device DC, attack bonus (or saving throw or onset delay), damage/effect, and Challenge Rating. Some traps may also include optional elements, such as poison or a bypass. These characteristics are described below.

Trigger

A trap's trigger determines how it is sprung.

Location: A location trigger springs a trap when someone stands in a particular square. For example, a covered pit trap typically activates when a creature steps on a certain spot.

Proximity: This trigger activates the trap when a creature approaches within a certain distance of it. A proximity trigger differs from a location trigger in that the creature need not be standing in a particular square. Creatures that are flying can spring a trap with a proximity trigger but not one with a location trigger. Mechanical proximity triggers are extremely sensitive to the slightest change in the air. This makes them useful only in places such as crypts, where the air is unusually still.

The proximity trigger used most often for magic device traps is the *alarm* spell. Unlike when the spell is cast, an *alarm* spell used as a trigger can have an area that's no larger than the area the trap is meant to protect.

Some magic device traps have special proximity triggers that activate only when certain kinds of creatures approach. For example, a *detect good* spell can serve as a proximity trigger on an evil altar, springing the attached trap only when someone of good alignment gets close enough to it.

Sound: This trigger springs a magic trap when it detects any sound. A sound trigger functions like an ear and has a +15 bonus on Listen checks. A successful Move Silently check, magical *silence*, and other effects that would negate hearing defeat it. A trap with a sound trigger requires the casting of *clairaudience* during its construction.

Visual: This trigger for magic traps works like an actual eye, springing the trap whenever it "sees" something. A trap with a visual trigger requires the casting of *arcane eye*, *clairvoyance*, or *true seeing* during its construction. Sight range and the Spot bonus conferred on the trap depend on the spell chosen, as shown.

Spell	Sight Range	Spot Bonus
arcane eye	Line of sight (unlimited range)	+20
clairvoyance	One preselected location	+15
true seeing	Line of sight (up to 120 ft.)	+30

If you want the trap to "see" in the dark, you must either choose the *true seeing* option or add *darkvision* to the trap as well. (*Darkvision* limits the trap's sight range in the dark to 60 feet.) If invisibility, disguises, or illusions can fool the spell being used, they can fool the visual trigger as well.

Touch: A touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger to construct. This trigger may be physically attached to the part of the mechanism that deals the damage (such as a needle that springs out of a lock), or it may not. You can make a magic touch trigger by adding *alarm* to the trap and reducing the area of the effect to cover only the trigger spot.

Timed: This trigger periodically springs the trap after a certain duration has passed. A sharpened blade that thrusts out from a slit in a corridor wall every 4 rounds is an example of a timed trigger.

Spell: All spell traps have this kind of trigger. The appropriate spell descriptions in the *Player's Handbook* explain the trigger conditions for traps that contain spell triggers.

Reset

A reset element is the set of conditions under which a trap becomes ready to trigger again.

No Reset: Short of completely rebuilding the trap, there's no way to trigger it more than once. Spell traps have no reset element.

Repair: To get the trap functioning again, you must repair it.

Manual: Resetting the trap requires someone to move the parts back into place. This is the kind of reset element most mechanical traps have.

Automatic: The trap resets itself, either immediately or after a timed interval.

Repairing and Resetting Mechanical Traps

Repairing a mechanical trap requires a Craft (trapmaking) check against a DC equal to the one for building it. The cost for raw materials is one-fifth of the trap's original market price. To calculate how long it takes to fix a trap, use the same calculations you would for building it, but use the cost of the raw materials required for repair in place of the market price.

Resetting a trap usually takes only a minute or so—someone just has to lever the trapdoor back into place, reload the crossbow behind the wall, or push the poisoned needle back into the lock. For a trap with a more difficult reset method, you should set the time and labor required.

Bypass (Optional Element)

If the builder of a trap wants to be able to move past the trap after it is created or placed, it's a good idea to build in a bypass mechanism—something that temporarily disarms the trap. Bypass elements are typically used only with mechanical traps; spell traps usually have built-in allowances for the caster to bypass them.

Lock: A lock bypass requires a DC 30 Open Lock check to open.

Hidden Switch: A hidden switch requires a DC 25 Search check to locate.

Hidden Lock: A hidden lock combines the features above, requiring a DC 25 Search check to locate and a DC 30 Open Lock check to open.

Search and Disable Device DCs

The builder sets the Search and Disable Device DCs for a mechanical trap. For a magic trap, the values depend on the highest-level spell used.

Mechanical Trap: The base DC for both Search and Disable Device checks is 20. Raising or lowering either of these DCs affects the base cost (Table 3–15) and possibly the CR (Table 3–13).

Magic Trap: The DC for both Search and Disable Device checks is equal to 25 + the spell level of the highest-level spell used. Only characters with the trap sense class feature can attempt a Search check or a Disable Device check involving a magic trap. These DCs do not affect the trap's cost or CR.

Attack Bonus/Saving Throw DC

A trap usually either makes an attack roll or forces a saving throw to avoid it. Occasionally a trap uses both of these options, or neither (see Never Miss, page 70).

Pits: These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful Reflex save (DC set by the builder) avoids it. Other save-dependent mechanical traps also fall into this category.

Pits in dungeons come in three basic varieties: uncovered, covered, and chasms. Like a cliff or a wall, a pit or a chasm forces characters to either detour around it or take the time and trouble to figure out a way across. Pits and chasms can be defeated by judicious application of the Climb skill, the Jump skill, or various magical means.

Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They can be detected with a DC 20 Search check, but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a DC 20 Reflex save to avoid falling into it. However, if he was running or moving recklessly at the time, he gets no saving throw and falls automatically.

Trap coverings can be as simple as piled refuse (straw, leaves, sticks, garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so that they spring back shut after they open, ready for the next victim. The trapdoor might lock once it's back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and a DC 13 Strength check is needed to keep a spring-loaded door open.

Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of acid, lava, or even water at the bottom (since even a victim proficient in swimming will tire and drown if trapped long enough).

Spikes at the bottom of a pit may impale unlucky characters. The spikes deal damage as daggers with a +10 attack bonus and a +1 bonus on damage for every 10 feet of the fall (to a maximum bonus on damage of +5). If the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself.

Monsters sometimes live in pits—oozes and jellies find that plenty of food comes to them if the trapped area is well traveled. Any monster that can fit into the pit might have been placed there by the dungeon's designer, or might simply have fallen in and not been able to climb back out. In the latter case, either it hasn't been there long, or something has been feeding it. If the pit has water, the builder may have stocked it with small carnivorous fish. Monsters that need no sustenance, such as undead and constructs, make the best choices for creatures to inhabit a pit.

A secondary trap, mechanical or magical, at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when she's least ready for it. Arrow traps, blasts of flame, sprays of acid, *symbol* spells or *glyphs of warding*, or even magic *monster summoning* devices can all be found at the bottoms of pits.

Ranged Attack Traps: These traps fling darts, arrows, spears, or the like at whoever activated the trap. The builder sets the attack bonus. A ranged attack trap can be configured to simulate the effect of a composite bow with a high strength rating (see page 119 of the *Player's Handbook*), which provides the trap with a bonus on damage equal to its strength rating.

Melee Attack Traps: These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the attack bonus.

Damage/Effect

The effect of a trap is what happens to those who spring it. Usually this takes the form of either damage or a spell effect, but some traps have special effects.

Pits: Falling into a pit deals 1d6 points of damage per 10 feet of depth.

Ranged Attack Traps: These traps deal whatever damage their ammunition normally would. A trap that fires longbow arrows, for example, deals 1d8 points of damage per hit. If a trap is constructed with a high strength rating, it has a correspon-

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ding bonus on damage. For example, a ranged attack trap (+4 Str bonus) that fires shortspears could deal up to 1d8+4 points of damage per successful hit.

Melee Attack Traps: These traps deal the same damage as the melee weapons they "wield." In the case of a falling stone block, you can assign any amount of bludgeoning damage you like, but remember that whoever resets the trap has to lift that stone back into place. A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score.

Spell Traps: Spell traps produce the spell's effect, as described in the appropriate entry in the *Player's Handbook*. Like all spells, a spell trap that allows a saving throw has a save DC of 10 + spell level + caster's relevant ability modifier.

Magic Device Traps: These traps produce the effects of any spells included in their construction, as described in the appropriate entries in the *Player's Handbook*. If the spell in a magic device trap allows a saving throw, its save DC is 10 + spell level × 1.5. Some spells make attack rolls instead.

Special: Some traps have miscellaneous features that produce special effects, such as drowning for a water trap or ability damage for poison. Saving throws and damage depend on the poison (see Table 8–3: Poisons, page 297) or are set by the builder, as appropriate.

Miscellaneous Trap Features

Some traps include optional features that can make them considerably more deadly. The most common such features are discussed below.

Alchemical Item: Mechanical traps may incorporate alchemical devices or other special substances or items, such as tanglefoot bags, alchemist's fire, thunderstones, and the like. Some such items mimic spell effects. For example, the effect of a tanglefoot bag is similar to that of an *entangle* spell, and the effect of a thunderstone is similar to that of a *deafness* spell. If the item mimics a spell effect, it increases the CR as shown on Table 3–13.

Gas: With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have the never miss and onset delay features (see below).

Liquid: Any trap that involves a danger of drowning (such as a locked room filling with water or a patch of quicksand that characters can fall into) is in this category. Traps employing liquid usually have the never miss and onset delay features (see below).

Multiple Target: Traps with this feature can affect more than one character.

Never Miss: When the entire dungeon wall moves to crush you, your quick reflexes won't help, since the wall can't possibly miss. A trap with this feature has neither an attack bonus nor a saving throw to avoid, but it does have an onset delay (see below). Most traps involving liquid or gas are of the never miss variety.

Onset Delay: An onset delay is the amount of time between when the trap is sprung and when it deals damage. A never miss trap always has an onset delay.

Poison: Traps that employ poison are deadlier than their nonpoisonous counterparts, so they have correspondingly higher CRs. To determine the CR modifier for a given poison, consult Table 3–13 (page 74). Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not.

Some traps, such as a table covered with contact poison, simply deal the poison's damage. Others, such as a poisoned arrow or sword blade, deal damage with ranged or melee attacks as well.

Pit Spikes: Treat spikes at the bottom of a pit as daggers, each with a +10 attack bonus. The damage bonus for each spike is +1 per 10 feet of pit depth (to a maximum of +5). Each character who falls into the pit is attacked by 1d4 spikes. Pit spikes do not add to the average damage of the trap (see Average Damage, page 75).

Pit Bottom: If something other than spikes waits at the bottom of a pit, it's best to treat that as a separate trap (see Multiple Traps, page 75) with a location trigger that activates on any significant impact, such as a falling character. Possibilities for pit bottom traps include acid, monsters, and water.

Touch Attack: This feature applies to any trap that needs only a successful touch attack (melee or ranged) to hit.

SAMPLE TRAPS

The following traps are suitable for protecting a dungeon, merchant guildhouse, or military complex. The costs listed for mechanical traps are market prices; those for magic traps are raw material costs. Caster level and class for the spells used to produce the trap effects are provided in the entries for magic device traps and spell traps. For all other spells used (in triggers, for example), the caster level is assumed to be the minimum required.

CR 1 Traps

Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/×3, arrow); Search DC 20; Disable Device DC 20. *Market Price:* 2,000 gp.

Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20. *Market Price:* 1,800 gp.

Deeper Pit Trap: CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23. *Market Price:* 1,300 gp.

Doorknob Smeared with Contact Poison: CR 1; mechanical; touch trigger (attached), manual reset; poison (carrion crawler brain juice, DC 13 Fortitude save resists, paralysis/0); Search DC 19; Disable Device DC 19. *Market Price:* 900 gp.

Fusillade of Darts: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20. *Market Price:* 500 gp.

Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC

VARIANT: WHAT DISABLING A DEVICE MEANS

So a character makes his Disable Device check against a trap. What does that success do to the trap? With this variant rule, the answer to that question depends on the amount by which the character beat the DC. Check the paragraph below that corresponds to the margin of success.

Check Result = DC +0–3: The next time the trigger would spring the trap, it doesn't. After that, however, the trigger operates normally, and another Disable Device check is required to disarm it again.

Check Result = DC +4–6: The character messed up the trap's workings. It won't function again until it's reset. If it's a trap that resets automatically, use the next result below.

Check Result = DC +7–9: The character really broke the trap. It won't go off again until someone repairs it using the Craft (trapmaking) skill. This repair costs 1d8×10% of the trap's total construction cost.

Check Result = DC +10 or more: The character either broke the trap (as above) or succeeded in adding or discovering a bypass element. This latter option enables characters to either get past the trap without triggering it or avoid its effect, but the trap remains active. For example, a character who achieves this degree of success on a Disable Device check could manage to prop open a spring-loaded trap so that it can't fire, or could notice the niche in the wall that provides refuge from the rolling boulder.

12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18. *Market Price:* 700 gp.

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20. *Market Price:* 1,300 gp.

Portcullis Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20. *Note:* Damage applies only to those underneath the portcullis. Portcullis blocks passageway. *Market Price:* 1,400 gp.

Razor-Wire across Hallway: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15. *Market Price:* 400 gp.

Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22. *Market Price:* 1,400 gp.

Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/×3); Search DC 21; Disable Device DC 20. *Market Price:* 1,700 gp.

Spear Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/×3, spear); Search DC 20; Disable Device DC 20. *Note:* 200-ft. max range, target determined randomly from those in its path. Market Price: 1,200 gp.

Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20. *Market Price:* 500 gp.

Wall Blade Trap: CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/×4, scythe); Search DC 22; Disable Device DC 22. *Market Price:* 2,500 gp.

CR 2 Traps

Box of Brown Mold: CR 2; mechanical; touch trigger (opening the box); automatic reset; 5-ft. cold aura (3d6, cold nonlethal); Search DC 22; Disable Device DC 16. *Market Price:* 3,000 gp.

Bricks from Ceiling: CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20. *Market Price:* 2,400 gp.

***Burning Hands* Trap:** CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. *Cost:* 500 gp, 40 XP.

Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19. *Market Price:* 3,400 gp.

***Inflict Light Wounds* Trap:** CR 2; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26. *Cost:* 500 gp, 40 XP.

Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18. *Market Price:* 4,800 gp.

Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25. *Note:* Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save. *Market Price:* 3,000 gp.

Pit Trap: CR 2; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 2,000 gp.

Poison Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17. *Market Price:* 4,720 gp.

Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15. *Market Price:* 1,600 gp.

Tripping Chain: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18. *Market Price:* 3,800 gp.

Note: This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.

Well-Camouflaged Pit Trap: CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20. *Market Price:* 4,400 gp.

CR 3 Traps

***Burning Hands* Trap:** CR 3; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. *Cost:* 2,500 gp, 200 XP.

Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18. *Market Price:* 4,800 gp.

Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/×3, greataxe); Search DC 15; Disable Device DC 27. *Market Price:* 14,100 gp.

Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (*fire trap*, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27. *Cost:* 85 gp to hire NPC spellcaster.

Extended *Bane* Trap: CR 3; magic device; proximity trigger (*detect good*); automatic reset; spell effect (extended *bane*, 3rd-level cleric, DC 13 Will save negates); Search DC 27; Disable Device DC 27. *Cost:* 3,500 gp, 280 XP.

***Ghoul Touch* Trap:** CR 3; magic device; touch trigger; automatic reset; spell effect (*ghoul touch*, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27. *Cost:* 3,000 gp, 240 XP.

Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22. *Market Price:* 5,400 gp.

***Melf's Acid Arrow* Trap:** CR 3; magic device; proximity trigger (*alarm*); automatic reset; Atk +2 ranged touch; spell effect (*Melf's acid arrow*, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27. *Cost:* 3,000 gp, 240 XP.

Pit Trap: CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 3,000 gp.

Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 19; Disable Device DC 15. *Market Price:* 2,900 gp.

Spiked Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20. *Market Price:* 3,600 gp.

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20. *Market Price:* 5,400 gp.

CR 4 Traps

***Bestow Curse* Trap:** CR 4; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28. *Cost:* 8,000 gp, 640 XP.

Camouflaged Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17. *Market Price:* 6,800 gp.

Collapsing Column: CR 4; mechanical; touch trigger (attached); no reset; Atk +15 melee (6d6, stone blocks); Search DC 20; Disable Device DC 24. *Market Price:* 8,800 gp.

***Glyph of Warding* (Blast):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. *Cost:* 350 gp to hire NPC spellcaster.

***Lightning Bolt* Trap:** CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Cost:* 7,500 gp, 600 XP.

Pit Trap: CR 4; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 4,000 gp.

Poisoned Dart Trap: CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22. *Market Price:* 12,090 gp.

***Sepia Snake Sigil* Trap:** CR 4; spell; spell trigger; no reset; spell effect (*sepia snake sigil*, 5th-level wizard, DC 14 Reflex save negates); Search DC 28; Disable Device DC 28. *Cost:* 650 gp to hire NPC spellcaster.

Spiked Pit Trap: CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. *Market Price:* 4,000 gp.

Wall Scythe Trap: CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/×4, scythe); Search DC 21; Disable Device DC 18. *Market Price:* 17,200 gp.

Water-Filled Room Trap: CR 4; mechanical; location trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (5 rounds); liquid; Search DC 17; Disable Device DC 23. *Market Price:* 11,200 gp.

Wide-Mouth Spiked Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 25. *Market Price:* 7,200 gp.

CR 5 Traps

Camouflaged Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17. *Market Price:* 8,500 gp.

Doorknob Smeared with Contact Poison: CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19. *Market Price:* 9,650 gp.

Falling Block Trap: CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25. *Market Price:* 15,000 gp.

***Fire Trap*:** CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29. *Cost:* 305 gp to hire NPC spellcaster.

***Fireball* Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Cost:* 12,000 gp, 960 XP.

Flooding Room Trap: CR 5; mechanical; proximity trigger; automatic reset; no attack roll necessary (see note below); Search DC 20; Disable Device DC 25. *Note:* Room floods in 4 rounds (see Drowning, page 304). *Market Price:* 17,500 gp.

Fusillade of Darts: CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25. *Market Price:* 18,000 gp.

Moving Executioner Statue: CR 5; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +16 melee (1d12+8/×3, greataxe); multiple targets (both arms attack); Search DC 25; Disable Device DC 18. *Market Price:* 22,500 gp.

***Phantasmal Killer* Trap:** CR 5; magic device; proximity trigger (*alarm* covering the entire room); automatic reset; spell effect (*phantasmal killer*, 7th-level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29. *Cost:* 14,000 gp, 1,120 XP.

Pit Trap: CR 5; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 5,000 gp.

Poison Wall Spikes: CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 17; Disable Device DC 21. *Market Price:* 12,650 gp.

Spiked Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 21; Disable Device DC 20. *Market Price:* 13,500 gp.

Spiked Pit Trap (80 Ft. Deep): CR 5; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search DC 20; Disable Device DC 20. *Market Price:* 5,000 gp.

Ungol Dust Vapor Trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16. *Market Price:* 9,000 gp.

CR 6 Traps

Built-to-Collapse Wall: CR 6; mechanical; proximity trigger; no reset; Atk +20 melee (8d6, stone blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 14; Disable Device DC 16. *Market Price:* 15,000 gp.

Compacting Room: CR 6; mechanical; timed trigger; automatic reset; hidden switch bypass (Search DC 25); walls move together (12d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (4 rounds); Search DC 20; Disable Device DC 22. *Market Price:* 25,200 gp.

***Flame Strike* Trap:** CR 6; magic device; proximity trigger (*detect magic*); automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30. *Cost:* 22,750 gp, 1,820 XP.

Fusillade of Spears: CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Search DC 26; Disable Device DC 20. *Market Price:* 31,200 gp.

***Glyph of Warding* (Blast):** CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. *Cost:* 680 gp to hire NPC spellcaster.

***Lightning Bolt* Trap:** CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Cost:* 15,000 gp, 1,200 XP.

Spiked Blocks from Ceiling: CR 6; mechanical; location trig-

ger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20. *Market Price:* 21,600 gp.

Spiked Pit Trap (100 Ft. Deep): CR 6; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. *Market Price:* 6,000 gp.

Whirling Poison Blades: CR 6; mechanical; timed trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Atk +10 melee (1d4+4/19–20 plus poison, dagger); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); multiple targets (one target in each of three preselected 5-ft. squares); Search DC 20; Disable Device DC 20. *Market Price:* 30,200 gp.

Wide-Mouth Pit Trap: CR 6; mechanical; location trigger, manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25. *Market Price:* 28,200 gp.

Wyvern Arrow Trap: CR 6; mechanical; proximity trigger; manual reset; Atk +14 ranged (1d8 plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16. *Market Price:* 17,400 gp.

CR 7 Traps

***Acid Fog* Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*acid fog*, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp, 2,640 XP.

***Blade Barrier* Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp, 2,640 XP.

Burnt Othur Vapor Trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21. *Market Price:* 17,500 gp.

***Chain Lightning* Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp, 2,640 XP.

***Evard's Black Tentacles* Trap:** CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*Evard's black tentacles*, 7th-level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares); Search DC 29; Disable Device DC 29. *Cost:* 1,400 gp, 112 XP.

Fusillade of Greenblood Oil Darts: CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25. *Market Price:* 33,000 gp.

Lock Covered in Dragon Bile: CR 7; mechanical; touch trigger (attached); no reset; poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/0); Search DC 27; Disable Device DC 16. *Market Price:* 11,300 gp.

***Summon Monster* VI Trap:** CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon monster VI*, 11th-level wizard), Search DC 31; Disable Device DC 31. *Cost:* 3,300 gp, 264 XP.

Water-Filled Room: CR 7; mechanical; location trigger; manual reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); water; Search DC 20; Disable Device DC 25. *Market Price:* 21,000 gp.

Well-Camouflaged Pit Trap: CR 7; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 27; Disable Device DC 18. *Market Price:* 24,500 gp.

CR 8 Traps

Deathblade Wall Scythe: CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19. *Market Price:* 31,400 gp.

***Destruction* Trap:** CR 8; magic device; touch trigger (*alarm*); automatic reset; spell effect (*destruction*, 13th-level cleric, DC 20 Fortitude save for 10d6 damage); Search DC 32; Disable Device DC 32. *Cost:* 45,500 gp, 3,640 XP.

***Earthquake* Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*earthquake*, 13th-level cleric, 65-ft. radius, DC 15 or 20 Reflex save, depending on terrain); Search DC 32; Disable Device DC 32. *Cost:* 45,500 gp, 3,640 XP.

Insanity Mist Vapor Trap: CR 8; mechanical; location trigger; repair reset; gas; never miss; onset delay (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. room); Search DC 25; Disable Device DC 20. *Market Price:* 23,900 gp.

***Melf's Acid Arrow* Trap:** CR 8; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (two simultaneous *Melf's acid arrow* traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*Melf's acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27. *Cost:* 83,500 gp, 4,680 XP.

Note: This trap is really two CR 6 *Melf's acid arrow* traps that fire simultaneously, using the same trigger and reset.

***Power Word Stun* Trap:** CR 8; magic device; touch trigger; no reset; spell effect (*power word stun*, 13th-level wizard), Search DC 32; Disable Device DC 32. *Cost:* 4,550 gp, 364 XP.

***Prismatic Spray* Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32. *Cost:* 45,500 gp, 3,640 XP.

***Reverse Gravity* Trap:** CR 8; magic device; proximity trigger (*alarm*, 10-ft. area); automatic reset; spell effect (*reverse gravity*, 13th-level wizard, 6d6 fall [upon hitting the ceiling of the 60-ft.-high room], then 6d6 fall [upon falling 60 ft. to the floor when the spell ends], DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32. *Cost:* 45,500 gp, 3,640 XP.

Well-Camouflaged Pit Trap: CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18. *Market Price:* 16,000 gp.

***Word of Chaos* Trap:** CR 8; magic device; proximity trigger (*detect law*); automatic reset; spell effect (*word of chaos*, 13th-level cleric); Search DC 32; Disable Device DC 32. *Cost:* 46,000 gp, 3,680 XP.

CR 9 Traps

Drawer Handle Smeared with Contact Poison: CR 9; mechanical; touch trigger (attached); manual reset; poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search DC 18; Disable Device DC 26. *Market Price:* 21,600 gp.

Dropping Ceiling: CR 9; mechanical; location trigger; repair reset; ceiling moves down (12d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16. *Market Price:* 12,600 gp.

***Incendiary Cloud* Trap:** CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33. *Cost:* 60,000 gp, 4,800 XP.

Wide-Mouth Pit Trap: CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25. *Market Price:* 40,500 gp.

Wide-Mouth Spiked Pit with Poisoned Spikes: CR 9; mechanical; location trigger; manual reset; hidden lock bypass

(Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (giant wasp poison, DC 14 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 20; Disable Device DC 20. *Market Price:* 11,910 gp.

CR 10 Traps

Crushing Room: CR 10; mechanical; location trigger; automatic reset; walls move together (16d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); Search DC 22; Disable Device DC 20. *Market Price:* 29,000 gp.

Crushing Wall Trap: CR 10; mechanical; location trigger; automatic reset; no attack roll required (18d6, crush); Search DC 20; Disable Device DC 25. Market Price: 25,000 gp.

***Energy Drain* Trap:** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34. *Cost:* 124,000 gp, 7,920 XP.

***Forcecage* and *Summon Monster VII* trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; multiple traps (one *forcecage* trap and one *summon monster VII* trap that summons a hamatula); spell effect (*forcecage*, 13th-level wizard), spell effect (*summon monster VII*, 13th-level wizard, hamatula); Search DC 32; Disable Device DC 32. *Cost:* 241,000 gp, 7,280 XP.

Note: This trap is really one CR 8 trap that creates a *forcecage* and a second CR 8 trap that summons a hamatula in the same area. If both succeed, the hamatula appears inside the *forcecage*. These effects are independent of each other.

Poisoned Spiked Pit Trap: CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 16; Disable Device DC 25. *Market Price:* 19,700 gp.

***Wail of the Banshee* Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34. *Cost:* 76,500 gp, 6,120 XP.

DESIGNING A TRAP

Traps have long been part of the DM's arsenal, but by using the Craft (trapmaking) skill, player characters can design unique traps to improve the defenses of their hideouts and fortresses. If one of your players wants to have his character design and build a particular trap (and you want to go along with the idea), you can take the player through the process described in this section.

You can also make use of these trapmaking rules to develop your own special traps to spring on unwary PCs.

Mechanical Traps: Designing a mechanical trap is somewhat simpler for a DM than it is for a player character, because you don't have to worry about constraints such as making Craft (trapmaking) checks and having the necessary amount of cash on hand. Simply select the elements you want the trap to have and add up the adjustments to the trap's Challenge Rating that those elements require (see Table 3–13) to arrive at the trap's final CR.

PC-Designed Mechanical Traps: If a player character wants to design and build a mechanical trap (and if you go along with the idea), the first step is for the player to describe his idea. Assign the appropriate characteristics, making whatever adjustments to the cost of the trap those elements require, and tell the player how much it will cost to craft the trap. (He may subsequently decide to remove or change some elements to raise or lower the cost.) When you and the player have agreed on what elements the trap contains, you can determine the CR of the trap, and from that number you can derive the DC of the Craft (trapmaking) checks the character must make to construct the trap.

Magic Traps: As with mechanical traps, you don't have to do anything other than decide what elements you want and then determine the CR of the resulting trap (see Table 3–14).

PC-Designed Magic Traps: If a player character wants to design and construct a magic trap, he must have the Craft Wondrous Item feat. In addition, he must be able to cast the spell or spells that the trap requires—or, failing that, he must be able to hire an NPC to cast the spells for him (see NPC Spellcasting, page 107). When you and the player have agreed on what spells and other elements the trap contains, you can determine the cost of the raw materials for the trap and the CR of the trap.

Table 3–13: CR Modifiers for Mechanical Traps

Feature	CR Modifier
Search DC	
15 or lower	–1
25–29	+1
30 or higher	+2
Disable Device DC	
15 or lower	–1
25–29	+1
30 or higher	+2
Reflex Save DC (Pit or Other Save-Dependent Trap)	
15 or lower	–1
16–24	—
25–29	+1
30 or higher	+2
Attack Bonus (Melee or Ranged Attack Trap)	
+0 or lower	–2
+1 to +5	–1
+6 to +14	—
+15 to +19	+1
+20 to +24	+2
Damage/Effect	
Average damage	+1/7 points*
Miscellaneous Features	
Alchemical device	Level of spell mimicked
Liquid	+5
Multiple target	+1 (or 0 if never miss)
Onset delay 1 round	+3
Onset delay 2 rounds	+2
Onset delay 3 rounds	+1
Onset delay 4+ rounds	–1
Poison	CR of poison (see below)
Black adder venom +1	Large scorpion venom +3
Black lotus extract +8	Malyss root paste +3
Bloodroot +1	Medium spider venom +2
Blue whinnis +1	Nitharit +4
Burnt othur fumes +6	Purple worm poison +4
Carrion crawler brain juice +1	Sassone leaf residue +3
Deathblade +5	Shadow essence +3
Dragon bile +6	Small centipede poison +1
Giant wasp poison +3	Terinav root +5
Greenblood oil +1	Ungol dust +3
Insanity mist +4	Wyvern poison +5
Pit spikes	+1
Touch attack	+1

* Rounded to the nearest multiple of 7 (round up for an average that lies exactly between two numbers). For example, a trap that deals 2d8 points of damage (an average of 9 points) rounds down to 7, while one that does 3d6 points of damage (an average of 10.5) rounds up to 14.

Challenge Rating of a Trap

To calculate the Challenge Rating of a trap, add all the CR modifiers (see Table 3–13 for mechanical traps, Table 3–14 for magic traps) to the base CR for the trap type.

Mechanical Trap: The base CR for a mechanical trap is 0. If your final CR is 0 or lower, add features until you get a CR of 1 or higher.

Magic Trap: For a spell trap or magic device trap, the base CR is 1. The highest-level spell used modifies the CR (see Table 3–14).

Average Damage: If a trap (either mechanical or magic) does hit point damage, calculate the average damage for a successful hit and round that value to the nearest multiple of 7. Use this value to adjust the Challenge Rating of the trap, as indicated on Table 3–13 or Table 3–14. Damage from poisons and pit spikes does not count toward this value, but damage from a high strength rating and extra damage from multiple attacks does. For example, if a trap fires 1d4 darts at each target, the average damage is the average number of darts × the average damage per dart, rounded to the nearest multiple of 7, or 2.5 darts × 2.5 points of damage = 6.25 points, which rounds to 7.

For a magic trap, only one modifier applies to the CR—either the level of the highest-level spell used in the trap, or the average damage figure, whichever is larger.

Multiple Traps: If a trap is really two or more connected traps that affect approximately the same area, determine the CR of each one separately.

Multiple Dependent Traps: If one trap depends on the success of the other (that is, you can avoid the second trap altogether by not falling victim to the first), they must be treated as separate traps.

Multiple Independent Traps: If two or more traps act independently (that is, none depends on the success of another to activate), use their CRs to determine their combined Encounter Level as though they were monsters, according to Table 3–1 (page 49). The resulting Encounter Level is the CR for the combined traps.

Table 3–14: CR Modifiers for Magic Traps

Feature	CR Modifier
Highest-level spell	+ Spell level OR +1 per 7 points of average damage per round*

*See the note following Table 3–13.

Mechanical Trap Cost

The base cost of a mechanical trap is 1,000 gp. Apply all the modifiers from Table 3–15 for the various features you've added to the trap to get the modified base cost.

The final cost is equal to (modified base cost × Challenge Rating) + extra costs. The minimum cost for a mechanical trap is (CR × 100) gp.

After you've multiplied the modified base cost by the Challenge Rating, add the price of any alchemical items or poison you incorporated into the trap. If the trap uses one of these elements and has an automatic reset, multiply the poison or alchemical item cost by 20 to provide an adequate supply of doses.

Multiple Traps: If a trap is really two or more connected traps, determine the final cost of each separately, then add those values together. This holds for both multiple dependent and multiple independent traps (see the previous section).

Magic Device Trap Cost

Building a magic device trap involves the expenditure of experience points as well as gold pieces, and requires the services of a spellcaster. Table 3–16 summarizes the cost information for magic device traps. If the trap uses more than one spell (for instance, a sound or visual trigger spell in addition to the main spell effect), the builder must pay for them all (except *alarm*, which is free unless it must be cast by an NPC; see below).

Table 3–15: Cost Modifiers for Mechanical Traps

Feature	Cost Modifier
Trigger Type	
Location	—
Proximity	+1,000 gp
Touch	—
Touch (attached)	–100 gp
Timed	+1,000 gp
Reset Type	
No reset	–500 gp
Repair	–200 gp
Manual	—
Automatic	+500 gp (or 0 if trap has timed trigger)
Bypass Type	
Lock	+100 gp (Open Lock DC 30)
Hidden switch	+200 gp (Search DC 25)
Hidden lock	+300 gp (Open Lock DC 30, Search DC 25)
Search DC	
19 or lower	–100 gp × (20 – DC)
20	—
21 or higher	+200 gp × (DC – 20)
Disable Device DC	
19 or lower	–100 gp × (20 – DC)
20	—
21 or higher	+200 gp × (DC – 20)
Reflex Save DC (Pit or Other Save-Dependent Trap)	
19 or lower	–100 gp × (20 – DC)
20	—
21 or higher	+300 gp × (DC – 20)
Attack Bonus (Melee or Ranged Attack Trap)	
+9 or lower	–100 gp × (10 – bonus)
+10	—
+11 or higher	+200 gp × (bonus – 10)
Damage Bonus	
High strength rating (ranged attack trap)	+100 gp × bonus (max +4)
High Strength bonus (melee attack trap)	+100 gp × bonus (max +8)
Miscellaneous Features	
Never miss	+1,000 gp
Poison	Cost of poison* (see Table 8–3, page 297)
Alchemical item	Cost of item* (see Table 7–8, page 128 of the *Player's Handbook*)

* Multiply cost by 20 if trap features automatic reset.

The costs derived from Table 3–16 assume that the builder is casting the necessary spells himself (or perhaps some other PC is providing the spells for free). If an NPC spellcaster must be hired to cast them, see Table 7–8: Goods and Services, page 128 of the *Player's Handbook*, for these costs.

A magic device trap takes one day to construct per 500 gp of its cost.

Table 3–16: Cost Modifiers for Magic Device Traps

Feature	Cost Modifier
Alarm spell used in trigger	—
One-Shot Trap	
Each spell used in trap	+50 gp × caster level × spell level, +4 XP × caster level × spell level
Material components	+ Cost of all material components
XP components	+ Total of XP components × 5 gp
Automatic Reset Trap	
Each spell used in trap	+500 gp × caster level × spell level, +40 XP × caster level × spell level
Material components	+ Cost of all material components × 100 gp
XP components	+ Total of XP components × 500 gp

Spell Trap Cost

A spell trap has a cost only if the builder must hire an NPC spellcaster to cast it. See Table 7–8: Goods and Services, page 128 of the *Player's Handbook*, for these costs.

Craft DCs for Mechanical Traps

Once you know the Challenge Rating of a trap that a PC wants to design and build, determine the Craft (trapmaking) DC by referring to the table and the modifiers given below.

Trap CR	Base Craft (Trapmaking) DC
1–3	20
4–6	25
7–10	30

Additional Components	Modifier to Craft (Trapmaking) DC
Proximity trigger	+5
Automatic reset	+5

Making the Checks: To determine how much progress a character makes on building a trap each week, that character makes a Craft (trapmaking) check. Page 70 of the *Player's Handbook* contains details on Craft checks and the circumstances that can affect them.

DUNGEON ECOLOGY

An inhabited dungeon is an environment in and of itself. The creatures that live there need to eat, drink, breathe, and sleep just as the creatures of the forest or the plains do. Predators need prey.

Creatures living in the dungeon need to be able to get around. Locked doors, or even doors that require hands to open, can prevent creatures from getting to food or water.

Consider these factors when designing a dungeon you want the players to believe in. If the environment doesn't have some logic behind it, the PCs can't make decisions based on reasoning while adventuring there. For example, upon finding a pool of fresh water in the dungeon, a character should be able to make the assumption that many of the creatures inhabiting the place come to that spot often. Thus, the PCs could wait in ambush for a particular creature that they're after. Bits of faulty dungeon logic, such as all the doors in a dungeon being locked when the dungeon is home to many creatures, destroy any chance of verisimilitude.

DUNGEON ANIMALS

Not everything that lives in a dungeon is a monster. Other creatures inhabit these unlit labyrinths as well.

Creepy Crawlers: Insects, spiders, grubs, and worms of all kinds live in the dark recesses of dungeons. They don't present a real threat, but they do provide food for predators and scavengers in the dungeon—which in turn pose a threat to adventurers.

Rats: Rats make up an important part of any dungeon ecology. These omnivorous rodents serve as the staple for most dungeon predators and scavengers. In huge swarms, they become a threat themselves.

Bats: Like rats, bats are found throughout any dungeon with access to outside air. Although normal bats aren't dangerous, a swarm of bats can obscure vision and hamper the actions of dungeon delvers—particularly spellcasting.

Other Animals: Small creatures such as badgers and ferrets or large omnivores such as bears and apes may take to a full-time (or almost full-time) subterranean existence in a world filled with dungeons and caverns. Predatory animals such as tigers, wolves, and snakes follow their prey down into the dungeons and remain, becoming a part of the ecology. Deep dungeon delvers have brought back stories of colossal caverns far underground with flocks of birds flying about. And of course underground streams, lakes, and even seas teem with all sorts of fish, water mammals, and aquatic reptiles.

Over the generations, dungeon animals have developed darkvision in order to survive. They have adapted to their environment, and now they thrive in the dark confines of caves and passages. They feed on mold, fungi, or each other. Because of the lack of sunlight, many species have become entirely white, while others have evolved a black coloration to hide in the darkness.

Slimes, Molds, and Fungi

In a dungeon's damp, dark recesses, molds and fungi thrive. While some plants and fungi are monsters (see the *Monster Manual*), and other slime, mold, and fungus is just normal, innocuous stuff, a few varieties are dangerous dungeon encounters. For purposes of spells and other special effects, all slimes, molds, and fungi are treated as plants. Like traps, dangerous slimes and molds have CRs, and characters earn XP for encountering them.

A form of glistening organic sludge coats almost anything that remains in the damp and dark for too long. This kind of slime, though it might be repulsive, is not dangerous.

Molds and fungi flourish in dark, cool, damp places. While some are as inoffensive as the normal dungeon slime, others are quite dangerous. Mushrooms, puffballs, yeasts, mildew, and other sorts of bulbous, fibrous, or flat patches of fungi can be found throughout most dungeons. They are usually inoffensive, and some are even edible (though most are unappealing or odd-tasting).

Green Slime (CR 4): This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

Dwarves consider green slime to be one of the worst hazards of mining and underground construction. They have their own ways of burning it out of infested areas, methods that they say are thorough. "If you don't do it proper, the stuff comes right back," they claim.

Yellow Mold (CR 6): If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a DC 15 Fortitude save or take 1d6 points of Constitution damage. Another DC 15 Fortitude save is required 1 minute later—even by those who succeeded on the first save—to avoid taking 2d6 points of Constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.

Brown Mold (CR 2): Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage, such as from a *cone of cold*, instantly destroys it.

Phosphorescent Fungus (No CR): This strange underground fungus grows in clumps that look almost like stunted shrubbery. Drow elves cultivate it for food and light. It gives off a soft violet glow that illuminates underground caverns and passages as well as a candle does. Rare patches of fungus illuminate as well as a torch does.

WANDERING MONSTERS

While the adventurers are exploring the dungeon, the light of their lanterns attracts the attention of hungry dire weasels, who come to see if they can catch some soft and juicy things to eat. On another delve, a carrion crawler finds them and follows them, out of sight. When it hears a fight, it scrambles up from behind and tries to make off with a character who has fallen in combat. On yet another expedition, the party meets another party of adventurers. If the two groups can work together, they can exchange vital information, trade valuable items, and possibly even work together. The meeting, however, could just as easily turn into a nasty fight. Wandering monsters such as these add unpredictability and action to dungeon adventures.

Wandering Monster Rolls

As the adventurers explore a dungeon, make rolls to see if they encounter wandering monsters. Use wandering monster rolls to add an unpredictable element to a dungeon delve, to encourage characters to keep moving, and to put a price on being noisy. The exact formula for when you roll for wandering monsters is up to you. Generally, the chance is 10% for a wandering monster to show up when certain conditions are met.

When a Certain Amount of Time Has Passed: Making one roll per hour is typical. You can roll more often in heavily populated areas, up to as often as once every 10 minutes. If you're not already tracking time in the dungeon and you don't want to start, roll for wandering monsters when the characters are doing anything that takes a long time (such as taking 20 while searching a room for secret doors) instead of keeping track of the clock.

When Characters Make Noise: Breaking a door or having a typical fight counts as making noise. Breaking a door and then having a fight right away counts as one instance of noise, so it's one roll. Getting into a loud argument, knocking over a statue, and running up and down stairs in full kit at top speed are other actions that might call for a wandering monster roll.

In High-Traffic Areas: Deciding what constitutes a high-traffic area is up to you. You can roll every time the characters enter a new corridor, provided such a corridor makes it easy for creatures to get to and fro and thus sees a lot of traffic. Other areas, such as pools of fresh water, might also attract many creatures.

In Cleared-Out Areas: If the PCs have cleared out part of the dungeon, then you can roll for wandering monsters as they travel through a previously cleared area to an uncleared area. After all, creatures spread out to fill a vacuum, claiming abandoned territory as their own.

When Leaving the Dungeon: While you have every right to roll for wandering monsters as the party is leaving the dungeon, you might decide not to. The characters generally make good time as they head for the surface, and they're usually taking a route they have used on their way in, so it's reasonable for the chance for wandering monsters to go down. Also, if the players know that the characters might face an extra encounter on the way home, they tend to break off their exploration when they feel they can still handle another encounter, causing them to act more cautiously than they want to or than you may want them to.

Monsters Encountered

In a sprawling, random dungeon, you can simply use the random dungeon encounter tables (pages 79–81) to determine which monsters wander by. Reroll if the result would be a stationary creature or one unlikely to wander. In a smaller or special dungeon, make your own random encounter tables.

The entries on a customized wandering monster table can indicate individual monsters or groups of monsters rather than kinds of monsters. For example, the entry "Large monstrous scorpion" could mean a particular scorpion that lives in this dungeon rather than a random scorpion from an indefinitely large population of similar scorpions. That way, once the characters have killed that scorpion, they can't encounter it again. Creatures on a customized table could also have lairs keyed on the dungeon map, so that adventurers who kill a creature while it's wandering would later find its lair empty. Similarly, those who kill it in its lair would never encounter it wandering.

In the same way that you can invent the denizens of specific dungeon rooms rather than determining them randomly, you can invent specific wandering monsters. These could include monsters that escaped from the PCs before (or that the PCs escaped from). Indeed, you can replace the idea of the wandering monster with a random event instead. The characters could hear fighting in the distance, stumble across random clues to the dungeon's past, or become subject to strange, fluctuating magical auras in place of encountering a wandering monster.

Wandering Monster Summary

Wandering Monster Chance = 10%

Make a roll on d% in the following circumstances.

- Every hour the characters are in the dungeon.
- When the characters make noise.
- In high-traffic areas.

You may decide to add or omit rolls in the following circumstances.

- In cleared-out areas of the dungeon.
- While the characters are leaving the dungeon.

Wandering Monsters' Treasure

Overall, wandering monsters don't have as much treasure as monsters encountered in their lairs. When NPCs are encountered as wandering monsters, their gear is their treasure. Intelligent wandering monsters might (50% chance) have a treasure whose level is equal to the dungeon level. Unintelligent monsters don't have treasure. A dire weasel's den might be littered with the valuables of creatures it has killed, but it doesn't carry that stuff around with it.

Since wandering monsters have less treasure than monsters in their lairs or homes, characters typically try to minimize their encounters with wandering monsters.

RANDOM DUNGEONS

This section tells you how to generate dungeons randomly, from the first door to the great red dragon and its massive treasure hoard on the lowest, most dangerous level.

DUNGEON LEVEL

Some dungeons are a series of levels or floors, each beneath the one above, with more dangerous levels found lower down and safer ones nearer the surface. For such dungeons, the floor nearest the surface can be 1st level (EL 1) and each successively deeper level can be one dungeon level higher. (The second one down would be 2nd level, the third one 3rd level, and so forth.)

The term "level" as it pertains to dungeons measures how dangerous the dungeon (or any other adventure area) is at a particular location. Generally, a party of characters should adventure in areas whose level matches their party level (though large groups can handle tougher areas and small groups might need to stay in easier areas).

THE MAP AND THE KEY

Once you have decided the level of your dungeon (or the part of it you're creating, if it has multiple levels), draw a map on graph paper (or any other paper that suits you). Determine the general wall and floor types—masonry, hewn stone, natural caves, and so on, as you draw the map. The map should show rooms, corridors, and doors. If you plan to make a sprawling dungeon of enormous size, you don't need to map it all at once.

You also need a separate sheet of paper for the map's key. The key describes the dungeon.

Table 3–17: Random Door Types

d%	Type (DC to break)
01–08	Wooden, simple, unlocked
09	Wooden, simple, unlocked and trapped
10–23	Wooden, simple, stuck (13)
24	Wooden, simple, stuck (13) and trapped
25–29	Wooden, simple, locked (15)
30	Wooden, simple, locked (15) and trapped
31–35	Wooden, good, unlocked
36	Wooden, good, unlocked and trapped
37–44	Wooden, good, stuck (18)
45	Wooden, good, stuck (18) and trapped
46–49	Wooden, good, locked (18)
50	Wooden, good, locked (18) and trapped
51–55	Wooden, strong, unlocked
56	Wooden, strong, unlocked and trapped
57–64	Wooden, strong, stuck (23)
65	Wooden, strong, stuck (23) and trapped
66–69	Wooden, strong, locked (25)
70	Wooden, strong, locked (25) and trapped
71	Stone, unlocked
72	Stone, unlocked and trapped
73–75	Stone, stuck (28)
76	Stone, stuck (28) and trapped
77–79	Stone, locked (28)
80	Stone, locked (28) and trapped
81	Iron, unlocked
82	Iron, unlocked and trapped
83–85	Iron, stuck (28)
86	Iron, stuck (28) and trapped
87–89	Iron, locked (28)
90	Iron, locked (28) and trapped
91–93	Door slides to one side rather than opening normally. Reroll type (ignoring rolls of 91+). Add +1 to break DC.
94–96	Door slides down rather than opening normally. Reroll type (ignoring rolls of 91+). Add +1 to break DC.
97–99	Door slides up rather than opening normally. Reroll type (ignoring rolls of 91+). Add +2 to break DC.
100	Door magically reinforced. Reroll type (ignoring rolls of 91+). Break DC is 30 for wooden and 40 for stone or iron doors.

Trapped: Roll on Table 3–19: Random Traps CR 1–3, or Table 3–20: Random Traps CR 4–6, or Table 3–21: Random Traps CR 7–10 to determine the nature of the trap, then refer to the trap descriptions on pages 70–74.

First, create the special parts of your dungeon. These could be rooms with your favorite monsters and treasures, devious traps, strange rooms with magic pools or enchanted statues, mysteries and enigmas, or anything unusual you want to include. When you invent the contents of a room, describe it in the key, give it a number, and then put that number on the map to indicate where those features are found. To determine what sort of door (or doors) a room will have, you can roll d% and refer to Table 3–17: Random Door Types or simply select a type from that list.

Next, you can fill out the rest of the dungeon, either by deciding what goes in each room or determining it randomly. If you determine it randomly, roll on Table 3–18: Random Room Contents for each room. The results you get will lead you to other random tables here and in other chapters.

You can roll for each door ahead of time and record the results on your key, or just roll for each door randomly as you play. If you like, you can even start with a blank map and roll door types and room contents as the player characters explore, one room at a time.

Random Dungeon Encounters

This section provides you with a way to generate dungeon encounters randomly. You can also use the tables in this section simply as lists from which you choose the encounters you want to put in your dungeon.

The dungeon encounters tables given here offer a wide range of possibilities, but even so they represent only a small fraction of the creatures (and combinations of creatures) that would make an appropriate encounter at a certain level within the dungeon. By using the rules about Challenge Ratings and Encounter Levels (see page 48), you could design your own encounters to supplement or replace the ones on these tables.

Using the Tables

To generate a random dungeon encounter, follow these steps:

1. Determine the dungeon level (see above) that you want to generate the encounter for.

2. Roll d% and refer to the appropriate dungeon encounters table (1st-Level through 20th-Level) to see what creature or creatures make up the encounter. In some cases, this roll may direct you to roll again on the table for the next lower or next higher level.

3. When applicable, roll the indicated die to see how many creatures are in the encounter.

4. Refer to the *Monster Manual* (or in some cases Chapter 4 of this book if the encounter is with one or more NPCs) for statistics and other information about the creature or creatures in the encounter. Use the Treasure entry in the monster's description to determine how much treasure (if any) the encounter promises.

A Sample Adventure

This section provides a few examples of how to compose descriptions of encounter areas. These descriptions may be more (or less) detailed than the notes you use, but they give you an idea of what you

Table 3–18: Random Room Contents

d%	Room Contents
01–18	Monster only
19–44	Monster and features
45	Monster and hidden treasure
46	Monster and trap
47	Monster, features, and hidden treasure
48	Monster, features, and trap
49	Monster, hidden treasure, and trap
50	Monster, features, hidden treasure, and trap
51–76	Features only
77	Features and hidden treasure
78	Features and trap
79	Features, hidden treasure, and trap
80	Hidden treasure only
81	Hidden treasure and trap
82	Trap only
83–100	Nothing

Features: Roll 1d4 minor features on Table 3–12: Minor Features and Furnishings (01–40), 1d4 major features on Table 3–11: Major Features and Furnishings (41–80), or both (81–100).

Hidden Treasure: Roll a random treasure of the dungeon's level on Table 3–5: Treasure. Typically, the treasure is hidden in such a way that it takes a Search check (DC 20 + dungeon level) to find it.

Monster: Roll on the dungeon encounter table (see below) for the appropriate dungeon level. Creatures in rooms with traps or hidden treasures may or may not know about them.

Trap: Roll on Table 3–19: Random Traps CR 1–3, Table 3–20: Random Traps CR 4–6, or Table 3–21: Random Traps CR 7–10, or invent a trap that suits the other contents of the room.

1st-Level Dungeon Encounters

d%	Encounter
01–03	1d3 Medium monstrous centipedes (vermin)
04–08	1d4 dire rats
09–10	1d4 giant fire beetles (vermin)
11–13	1d3 Small monstrous scorpions (vermin)
14–16	1d3 Small monstrous spiders (vermin)
17–20	1d3 dwarf warriors
21–22	1d3 elf warriors
23–25	1 darkmantle
26–28	1 krenshar
29–30	1 lemure (devil)
31–40	1d3+1 goblin warriors
41–50	1d4+2 kobold warriors
51–56	1d4 human warrior skeletons
57–62	1d3 human commoner zombies
63–71	1d4+1 Tiny viper snakes (animal)
72–80	1d3 orc warriors
81–85	1d3 stirges
86–90	1 spider swarm
91–100	Roll on 2nd-level table

2nd-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 1st-level table
11–12	1 lantern archon
13–19	1 hobgoblin warrior and 1d4 goblin warriors
20–23	1 bugbear
24–26	1 choker
27–28	1 dretch (demon)
29–30	1 quasit (demon)
31–32	1 imp (devil)
33–35	1 dire bat
36–38	1d4+1 fiendish dire rats
39–40	1d3+1 formian workers
41–43	1d3+1 halfling warriors
44–50	2d4+1 kobold warriors
51–55	1 wererat (lycanthrope)
56–62	1d3+1 orc warriors
63–65	1 shocker lizard
66–68	1 owlbear skeleton
69–70	1 bat swarm
71–72	1 rat swarm
73–74	1 thoqqua
75–79	1 worg
80–83	1 constrictor snake (animal)
84–87	1d4+2 Small viper snakes (animal)
88–90	1 Huge monstrous centipede (vermin)
91–100	Roll on 3rd-level table

3rd-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 2nd-level table
11–13	1 allip
14–16	1 cockatrice
17–19	2d4+1 dire rats
20–21	1 doppelganger
22–23	1 wyrmling brass dragon
24–27	1d3 drow elves
28–29	1 ethereal filcher
30–31	1 ethereal marauder
32–33	1 ettercap
34–35	1 violet fungus (fungus)
36–38	1 ghast (ghoul)
39–43	1d3 gnolls
44–45	1 grick
46–48	1 hell hound
49–50	1 howler
51–52	1d3 krenshars
53–55	1d3 lizardfolk
56–57	1 werewolf (lycanthrope)
58–62	1 ogre
63–65	1 gelatinous cube (ooze)
66–67	1 phantom fungus
68–69	1 rust monster
70–72	1 shadow
73–75	2d4 stirges
76–77	1 locust swarm
78–80	1 wight
81–82	1 yuan-ti pureblood
83–84	1d3 troglodyte zombies
85–86	1d3 Medium viper snakes (animal)
87–88	1 giant praying mantis (vermin)
89–90	1d3 Medium monstrous scorpions (vermin)
91–100	Roll on 4th-level table

4th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 3rd-level table
11–12	1 barghest
13–14	1d3 lantern archons
15–16	1 hound archon
17–20	1 carrion crawler
21–22	1d4+1 darkmantles
23–27	1 displacer beast
28–30	1 young white dragon
31–33	1d3+1 duergar dwarves
34–38	1 gargoyle
39–40	1 janni (genie)
41–44	1d3+1 ghouls
45–47	1d3+1 svirfneblin gnomes
48–50	1d3+1 grimlocks
51–52	1 harpy
53–54	1 five-headed hydra
55–56	1 wereboar (lycanthrope)
57–59	1 mimic
60–62	1 minotaur
63–64	1 gray ooze (ooze)
65–67	1 otyugh
68–69	1 owlbear
70–71	1 centipede swarm
72–73	1d3+1 spider swarms
74–76	1d4+1 troglodytes
77–78	1 vampire spawn
79–80	1d3 worgs
81–83	1 minotaur zombie
84–85	1d3 Large viper snakes (animal)
86–88	1d4+1 Large monstrous centipedes (vermin)
89–90	1d3 Large monstrous spiders (vermin)
91–100	Roll on 5th-level table

5th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 4th-level table
11–12	1 basilisk
13–14	1 greater barghest
15–17	1d3+1 bugbears
18–19	1d3 celestial lions
20–21	1 cloaker
22–23	1 bearded devil
24–26	1d4+4 dire bats
27–28	1d3 doppelgangers
29–33	1d4+2 drow elves
34–35	1 ettercap and 1d3+1 Medium monstrous spiders (vermin)
36–37	1 djinni (genie)
38–39	1 gibbering mouther
40–41	1 green hag (hag)
42–43	1d3 hell hounds
44–45	1 six-headed hydra
46–47	1 werebear (lycanthrope)
48–49	1d3 wererats (lycanthrope) and 2d4 dire rats
50–51	1 manticore
52–53	1 mummy
54–56	1d3 ogres
57–58	1 ochre jelly (ooze)
59–60	1 phase spider
61–62	1d3 rust monsters
63–64	1 shadow mastiff
65–66	1d4+1 skum
67–68	1d3+1 rat swarms
69–71	1 troll
72–73	1d4+1 vargouilles
74–76	1 wraith
77–78	1 yuan-ti halfblood
79–80	1 giant constrictor snake (animal)
81–82	1d3 Huge viper snakes (animal)
83–84	1d3 giant worker ants (vermin)
85–86	1d3+1 Large monstrous scorpions (vermin)
87–88	5th-level human monk NPC
89–90	5th-level kobold sorcerer NPC
91–100	Roll on 6th-level table

6th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 5th-level table
11–12	1d4+2 lantern archons
13–14	1 gauth (beholder)
15–16	1d3+1 cockatrices
17–18	1 babau (demon)
19–21	1d3+1 derros
22–23	1 chain devil
24–25	1 digester
26–30	1d3 displacer beasts
31–32	1 bralani (eladrin)
33–36	1 ettin
37–38	1d3+1 formian workers
39–42	1d3 gargoyles
43–45	1d3+1 ghasts (ghoul)
46–48	1d4+1 gnolls and 1d3 hyenas
49–50	1d3+1 gricks
51–52	1 annis (hag)
53–54	1 half-dragon 4th-level fighter
55–56	1d3 harpies
57–58	1d3+1 howlers
59–60	1 five-headed hydra (pyro- or cryo-)

61–63	1 wereboar (lycanthrope) and 1d3 boars
64–65	1d3+1 mephits (mixed types)
66–67	1 average salamander
68–71	1d4+1 shadows
72–73	1d3+2 shocker lizards
74–75	1d3+1 locust swarms
76–78	1d3+1 troglodytes and 1d3 monitor lizards
79–80	1 will-o'-wisp
81–82	1 xill
83–84	1d3+1 minor xorns
85–86	1d3+1 yuan-ti purebloods
87–88	1d4+2 giant bombardier beetles (vermin)
89–90	5th-level lizardfolk druid NPC (with crocodile)
91–100	Roll on 7th-level table

7th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 6th-level table
11–12	1 aboleth
13–14	1d4+1 carrion crawlers
15–16	1 chaos beast
17–19	1 chuul
20–21	1 succubus (demon)
22–23	1 hellcat (devil)
24–25	1 dire bear
26–28	1 young copper dragon
29–31	1 drider
32–33	1d3+1 violet fungi and 1d3+2 shriekers (fungus)
34–35	1d3+1 jann (genie)
36–38	1 ghost, 5th-level fighter
39–42	1 hill giant
43–45	1 flesh golem
46–47	1 eight-headed hydra
48–49	1 invisible stalker
50–51	1d3 weretigers (lycanthrope)
52–53	1d3 manticores
54–56	1 medusa
57–59	1d3+1 minotaurs
60–61	1 ogre barbarian, 4th level
62–63	1 black pudding (ooze)
64–65	1 phasm
66–67	1d3+2 flamebrother salamanders
68–69	1d3 shadow mastiffs
70–71	1 red slaad
72–74	1 spectre
75–76	1d3+1 centipede swarms
77–80	1 umber hulk
81–82	1 vampire, 5th-level fighter
83–84	1d4+1 wights
85–86	1 yuan-ti abomination
87–88	1 Gargantuan monstrous centipede
89–90	5th-level hobgoblin fighter NPC and 5th-level goblin rogue NPC
91–100	Roll on 8th-level table

8th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 7th-level table
11–12	1d4+2 hound archons
13–14	1d4+2 barghests
15–17	1 behir
18–19	1d3 gauths (beholder)
20–21	1 bodak
22–23	1 destrachan
24–25	1d3+1 bearded devils
26–28	1 erinyes (devil)
29–31	1d3 bralanis (eladrin)
32–35	1 ettin and 1d3 brown bears (animal)
36–37	1 formian taskmaster and 1 dominated 5th-level human barbarian NPC
38–39	1 noble djinni (genie)
40–42	1 efreeti (genie)
43–44	1d3+1 ghasts (ghoul) and 2d4+1 ghouls
45–46	1 stone giant
47–48	1 gorgon
49–51	1 seven-headed hydra (pyro- or cryo-)
52–54	1 mind flayer
55–56	1 mohrg
57–58	1d3+1 mummies
59–60	1 dark naga
61–64	1 ogre mage
65–66	1d4+1 phase spiders
67–69	1 greater shadow
70–71	1d3 advanced megaraptor skeletons
72–73	1 blue slaad
74–75	1 hellwasp swarm
76–78	1d3+1 trolls
79–81	1d4+1 vampire spawns
82–83	1d3 average xorns
84–86	1d3+1 yuan-ti halfbloods
87–88	1d4+1 giant stag beetles (vermin)
89–90	1d3 5th-level troglodyte cleric NPCs
91–100	Roll on 9th-level table

9th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 8th-level table
11–13	1d4+2 greater barghests
14–16	1d4+2 basilisks
17–19	1d4+2 cloakers
20–21	1 delver
22–24	1 vrock (demon)
25–27	1 bone devil
28–30	1d3 devils, hellcat
31–33	1d3+1 chain devils
34–36	1d3 dire bears
37–38	1 young adult black dragon
39	1 juvenile bronze dragon
40–42	1 drider and 2d4+3 Medium monstrous spiders (vermin)
43–44	1 formian myrmarch and 2d4+1 formian warriors
45–48	1 frost giant
49–52	1 hill giant and 1d4+2 dire wolves
53–55	1 avoral (guardinal)
56–58	1 half-fiend 7th-level cleric
59–61	1 ten-headed hydra
62–63	1 zelekhut (inevitable)
64–66	1 spirit naga
67–69	1 night hag
70–72	1 ogre barbarian, 4th level, and 1d4+3 ogres
73–75	1 green slaad
76–77	1d3+1 will-o'-wisps
78–81	1d4+1 wraiths
82–84	1d3 yuan-ti abominations
85–87	1d3+1 gray render zombies
88–90	1d4+2 5th-level human paladin NPCs
91–100	Roll on 10th-level table

10th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 9th-level table
11–12	1d3+1 aboleths
13–15	1d3 behirs
16–17	1d4+2 gauths (beholder)
18–20	1d4+1 chuuls
21–23	1d4+2 babaus (demon)
24–26	1 bebilith (demon)
27–29	1d4+2 digesters
30–33	1d3+1 ghosts, 5th-level fighters
34–39	1 fire giant
40–43	1 clay golem
44–46	1d3+1 flesh golems
47–49	1 nine-headed hydra (pyro- or cryo-)
50–52	1d3+1 medusas
53–54	1 guardian naga
55–57	1d3 ogre mages
58–60	1d3+2 average salamanders
61–62	1 noble salamander
63–64	1d3 young adult red dragon skeletons
65–67	1d4+1 red slaadi
68–70	1 gray slaad
71–73	1d3+1 spectres
74–76	1d3+1 umber hulks
77–80	1d4+1 xills
81–83	1d3 elder xorns
84–86	Yuan-ti troupe: 1 abomination, 1d3 halfbloods, and 1d4+1 purebloods
87–88	1d3+1 Huge monstrous scorpions (vermin)
89–90	5th-level drow wizard NPC, 1 hellcat (devil), and 1 mind flayer
91–100	Roll on 11th-level table

11th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 10th-level table
11–13	1d3+1 aboleths and 2d4+3 skums
14–18	1 hezrou (demon)
19–22	1 retriever (demon)
23–26	1 barbed devil
27–30	1 devourer
31–35	1d3+1 efreet (genie)
36–41	1d4+1 hill giants
42–45	1 stone golem
46–49	1d3 avorals (guardinal)
50–52	9th-level half-celestial human paladin
53–56	1 twelve-headed hydra
57–60	1 hill giant dire wereboar (lycanthrope)
61–64	1d3+1 mohrgs
65–67	1d3+1 dark nagas

68–71	1 elder black pudding (ooze)
72–75	1d4+1 blue slaadi
76–78	1d3+1 hellwasp swarms
79–82	1 troll hunter
83–86	1 dread wraith
87–90	5th-level gnoll ranger NPC, 1d3 invisible stalkers, and 1 greater shadow
91–100	Roll on 12th-level table

12th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 11th-level table
11–14	1d3+1 bodaks
15–17	1 abyssal greater basilisk
18–24	1d3+1 vrocks (demon)
25–27	1d3+3 destrachans
28–34	1d3+1 bone devils
35–38	1 displacer beast pack lord
39–45	1d4+1 frost giants
46–48	1 leonal (guardinal)
49–52	1 eleven-headed hydra (pyro- or cryo-)
53–54	1 kolyarut (inevitable)
55–58	1d3+2 mind flayers
59–62	10th-level half-orc barbarian NPC and 10th-level human cleric NPC
63–66	1d3+1 spirit nagas
67–72	1 purple worm
73–77	1 roper
78–84	1d3 noble salamanders
85–90	1d4+1 green slaadi
91–100	Roll on 13th-level table

13th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 12th-level table
11–18	1 beholder
19–24	1 glabrezu (demon)
25–31	1 ice devil
32–33	1 adult green dragon
34–35	1 young adult silver dragon
36–41	1 ghaele (eladrin)
42–48	1d3 fire giants and 1 Nessian war hound (hell hound)
49–54	1d3+1 clay golems
55–61	1 iron golem
62–66	1 twelve-headed hydra (pyro- or cryo-)
67–70	1 lich, 11th-level wizard
71–73	10th-level drow wizard NPC and 10th-level goblin rogue NPC
74–79	1 mummy lord
80–84	1d3+1 guardian nagas
85–90	1 death slaad
91–100	Roll on 14th-level table

14th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 13th-level table
11–15	1 astral deva (angel)
16–20	1 trumpet archon
21–27	1d3+1 hezrous (demon)
28–35	1 nalfeshnee (demon)
36–45	1d3+1 barbed devils
46–52	2 displacer beast pack lords
53–63	2d4+2 stone giants and 1 elder stone giant
64–69	1d3+1 stone golems
70–78	1 werewolf lord (lycanthrope)
79–80	1 nightwing (nightshade)
81–83	1d4+2 10th-level goblin rogue NPCs
84–90	1 truly horrid umber hulk
91–100	Roll on 15th-level table

15th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 14th-level table
11–17	1 abyssal greater basilisk
18–26	1d3 beholders
27–37	Demon troupe: 1 glabrezu, 1 succubus, and 1d4+1 vrocks
38–48	Devil troupe: 1 ice devil, 2d4+3 bearded devils, and 1d3 bone devils
49–58	1d3 ghaeles (eladrin)
59–65	1 marut (inevitable)
66–74	1 vampire, elite
75–82	15th-level hobgoblin fighter NPC
83–90	15th-level kobold sorcerer NPC
91–100	Roll on 16th-level table

16th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 15th-level table
11–15	1 planetar (angel)
16–21	1 hound archon hero
22–28	1d3 trumpet archons
29–36	Demon troupe: 1 nalfeshnee, 1 hezrou, and 2d4+1 vrocks
37–47	1 horned devil
48–50	1 mature adult blue dragon
51–52	1 adult gold dragon
53–60	1d3+1 golems, iron
61–67	1 golem, greater stone
68–74	1 nightshade, nightwalker
75–82	1d4+2 ropers
83–90	15th-level lizardfolk druid NPC
91–100	Roll on 17th-level table

17th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 16th-level table
11–20	1 aboleth mage
21–30	1d4+2 beholders
31–43	1 marilith (demon)
44–45	1 very old white dragon
46–47	1 old brass dragon
48–49	1 mature adult bronze dragon
50–62	1 frost giant jarl
63–73	9th-level mind flayer sorcerer
74–82	15th-level human paladin NPC and 15th-level human monk NPC
83–90	1d3 15th-level hobgoblin fighter NPCs
91–100	Roll on 18th-level table

18th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 17th-level table
11–25	1d4+2 astral devas (angel)
26–35	1d3 planetars (angel)
36–38	1 very old black dragon
39–41	1 old dragon (blue or green)
42–44	1 mature adult dragon (red or silver)
45–47	1 ancient white dragon
48–62	1 nightcrawler (nightshade)
63–72	1d3 15th-level half-orc barbarian NPCs and 15th-level human bard NPC
73–90	15th-level kobold sorcerer NPC and 1 werewolf lord (lycanthrope)
91–100	Roll on 19th-level table

19th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 18th-level table
11–21	2d4+5 abyssal greater basilisks
22–36	1d3 mariliths (demon)
37–49	1d3+1 horned devils
50–52	1 ancient black dragon
53–55	1 very old dragon (blue, green, or brass)
56–58	1 wyrm white dragon
59–61	1 old dragon (bronze or copper)
62–64	1 mature adult gold dragon
65–79	1d3+1 greater stone golems
80–90	1d3+1 15th-level gnoll ranger NPCs
91–100	Roll on 20th-level table

20th-Level Dungeon Encounters

d%	Encounter
01–10	Roll on 19th-level table
11–45	1 balor (demon)
46–80	1 pit fiend (devil)
81–85	1 wyrm black dragon
86–90	1 old dragon (red or silver)
91–95	1 ancient brass dragon
96–100	1 very old copper dragon

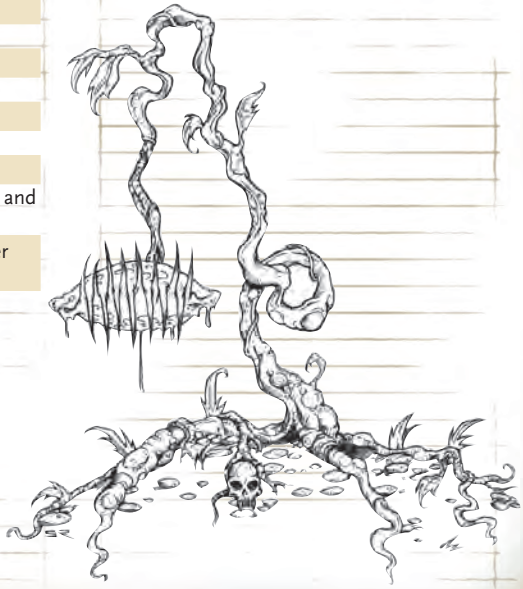

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Table 3–19: Random Traps CR 1–3

d%	Trap	CR
01–03	Basic arrow trap	1
04–06	Camouflaged pit trap	1
07–09	Deeper pit trap	1
10–11	Doorknob smeared with contact poison	1
12–14	Fusillade of darts	1
15–16	Poison dart trap	1
17–19	Poison needle trap	1
20–22	Portcullis trap	1
23–24	Razor-wire across hallway	1
25–27	Rolling rock trap	1
28–30	Scything blade trap	1
31–33	Spear trap	1
34–35	Swinging block trap	1
36–38	Wall blade trap	1
39–41	Box of brown mold	2
42–44	Bricks from ceiling	2
45–47	Burning hands trap	2
48–50	Camouflaged pit trap	2
51–53	*Inflict light wounds* trap	2
54–56	Javelin trap	2
57–58	Large net trap	2
59–61	Pit trap	2
62–64	Poison needle trap	2
65–67	Spiked pit trap	2
68–69	Tripping chain	2
70–72	Well-camouflaged pit trap	2
73–75	*Burning hands* trap	3
76–78	Camouflaged pit trap	3
79–80	Ceiling pendulum	3
81–83	*Fire trap*	3
84–85	Extended *bane* trap	3
86–87	*Ghoul touch* trap	3
88–90	Hail of needles	3
91–92	*Melf's acid arrow* trap	3
93–95	Pit trap	3
96–98	Spiked pit trap	3
99–100	Stone blocks from ceiling	3

Table 3–20: Random Traps CR 4–6

d%	Trap	CR
01–02	*Bestow curse* trap	4
03–05	Camouflaged pit trap	4
06–07	Collapsing column	4
08–10	*Glyph of warding* (blast)	4
11–12	*Lightning bolt* trap	4
13–15	Pit trap	4
16–18	Poisoned dart trap	4
19–21	*Sepia snake sigil* trap	4
22–24	Spiked pit trap	4
25–26	Wall scythe trap	4
27–29	Water-filled room trap	4
30–32	Wide-mouth spiked pit trap	4
33–35	Camouflaged pit trap	5
36–37	Doorknob smeared with contact poison	5
38–40	Falling block trap	5
41–43	*Fire trap*	5
44–46	*Fireball* trap	5
47–48	Flooding room trap	5
49–51	Fusillade of darts	5
52–53	Moving executioner statue	5
54–55	*Phantasmal killer* trap	5
56–58	Pit trap	5
59–61	Poison wall spikes	5
62–64	Spiked pit trap	5
65–67	Spiked pit trap (80 ft.)	5
68–69	Ungol dust vapor trap	5
70–71	Built-to-collapse wall	6
72–74	Compacting room	6
75–77	*Flame strike* trap	6
78–80	Fusillade of spears	6
81–83	*Glyph of warding* (blast)	6
84–85	*Lightning bolt* trap	6
86–88	Spiked blocks from ceiling	6
89–91	Spiked pit trap (100 ft.)	6
92–94	Whirling poison blades	6
95–97	Wide-mouth pit trap	6
98–100	Wyvern arrow trap	6

Table 3–21: Random Traps CR 7–10

d%	Trap	CR
01–04	*Acid fog* trap	7
05–07	*Blade barrier* trap	7
08–10	Burnt othur vapor trap	7
11–14	*Chain lightning* trap	7
15–17	*Evard's black tentacles* trap	7
18–20	Fusillade of greenblood oil darts	7
21–23	Lock covered in dragon bile	7
24–26	*Summon monster VI* trap	7
27–30	Water-filled room	7
31–33	Well-camouflaged pit trap	7
34–36	Deathblade wall scythe	8
37–39	*Destruction* trap	8
40–42	*Earthquake* trap	8
43–46	Insanity mist vapor trap	8
47–49	*Melf's acid arrow* trap	8
50–52	*Power word stun* trap	8
53–55	*Prismatic spray* trap	8
56–59	*Reverse gravity* trap	8
60–62	Well-camouflaged pit trap	8
63–65	*Word of chaos* trap	8
66–68	Drawer handle smeared with contact poison	9
69–71	Dropping ceiling	9
72–74	*Incendiary cloud* trap	9
75–77	Wide-mouth pit trap	9
78–80	Wide-mouth spiked pit with poisoned spikes	9
81–84	Crushing room	10
85–88	Crushing wall trap	10
89–91	*Energy drain* trap	10
92–94	*Forcecage* and *summon monster VII* trap	10
95–97	Poisoned spiked pit trap	10
98–100	*Wail of the banshee* trap	10

need to record in order to have a ready-to-play adventure planned out. The notes in *italic type* relate to the use of the dungeon map and cutouts in this book to play out the adventure with miniature figures.

When you create an adventure, identify each encounter area with a number (and label your map accordingly). These numbers don't necessarily correspond to the order in which the characters will visit the encounter areas, but they serve as a way for you to keep track of where the characters are and where they're headed. Each of the encounter areas in this sample adventure can be simulated using a portion of the sample dungeon on the back of the battle grid that came with this book.

Shaded Text: The following sample entries include shaded text meant to be paraphrased or read aloud to your players. Shaded text mentions those features that would be apparent to the PCs upon first entering that area (and is thus very helpful to the player who's making a map for the characters). It does not mention hidden features such as traps, nor monsters and items out of the PCs' immediate line of sight.

You don't have to literally make shaded text for your own notes, but be sure to highlight material in your notes that you want to use to quickly describe the area in an interesting way. Be sure not to include information that could not be known to the characters, and do not describe PC actions or emotions (such as "As you cower in fear . . ."). Be fair about providing the players with clues, such as the webs in the shaded text for area 1 below, but don't draw attention to them. The best way to write shaded text or note what the characters entering a location would sense is to imagine what you could see, hear, smell, or feel if you were entering that area, then set down the pertinent information as succinctly as possible.

THE MONASTERY CELLAR

The abandoned monastery is a burned-out ruin, destroyed when the place was attacked years ago by gnolls. The interesting part lies belowground, in the cellars and crypts underneath the ruins. The characters have traveled to the monastery and, after some searching, discovered a stairway leading down into the darkness. When they descend, they find themselves in encounter area 1.

1. Entry Chamber (EL 3)

This damp chamber has an arched, vaulted ceiling 20 feet high in the center. The walls are made of cut stone blocks, the floor rough flagstones. Thick webs cover the ceiling.

To represent this chamber, use the 4-by-4-square room on the left side of the dungeon map (the room that's adjacent to the 4-by-5-square room). You can use the cutouts provided at the back of this book to identify the locations of specific features, such as doors and treasure. To begin, place one of the staircase cutouts in the 2-square-wide corridor that extends from this room's north wall (and ignore the wall between the room and the corridor). The adventure gets under way when the characters descend this staircase and find themselves inside the room. In addition to what the players learned from the shaded text, the room has other features that will become apparent to the PCs as they investigate the place. One of the first things they see is a door in the east wall—place a door cutout over any square along the wall between this room and the one to the east. They will also quickly notice a pile of rubbish in the center of the room and another pile of trash in the northwest corner; you can use cutouts representing rubble to show the location of these features.

A litter of husks, skin, bones, spider castings, and filth lies in a disgusting pile in the middle of the room. A DC 22 Spot check is required to notice the creatures (a spider and its young; see below) hiding in the webs above. The refuse pile in the middle of the room contains treasure.

The Spot DC for the lurking spider is intentionally difficult, but not out of the reach of the intended PCs (in this case, all 1st-level characters).

Ten moldy sacks of flour and grain are stacked in the northwest corner. The cloth tears easily, revealing the ruined contents. One of the sacks contains a trap.

There is a solid oak door on the east wall. The door is not locked, but it is stuck (DC 16 to open). Anyone listening at the door who makes a DC 12 Listen check hears a moaning sound, rising and then fading. This is merely a strong breeze that blows in area 2. As soon as the door opens, the breeze rushes out the opening in a gust, extinguishing torches and possibly (50% chance) blowing out lanterns as well. Torches can't be relit in the area while the door is open.

(The low DC for the Listen check is intentional—you want the PCs to hear the moaning and get spooked, thinking it's a ghost or something similarly horrible. Also, always remember to make a note of the DC to open a stuck or locked door.)

Creatures: A Small monstrous spider and six Tiny young spiders hide in the upper part of the webs in the center of the room. If the characters fail to spot the Small spider, it drops down on any character in the center of the room (a move action). A successful touch attack roll indicates that the spider lands on a character. The Tiny spiders remain in the web and eat small meals trapped by the web. They only move down from the web when all is still to eat a meal pacified by the larger spider.

If the PCs burn the webs, the six young spiders are killed and the adult spider (if still in the web) takes 1d6 points of damage. The webs burn for 8 rounds.

Small Monstrous Spider (1): hp 7.

Tiny Monstrous Spiders (6): hp 2 each.

Treasure: Scattered amid the pile in the middle of the room are 19 sp and a goblin skull with a 50 gp garnet inside. Characters only notice the gem with a DC 15 Search check.

Trap: One of the sacks in the northwest corner has yellow mold inside it. If disturbed, it bursts—all within 10 feet must make a DC 15 Fortitude save or take 1d6 points of Constitution damage. One minute later, everyone exposed to the initial burst must save again (same DC) or take 2d6 points of Constitution damage, whether or not they took damage in the initial exposure.

(It's not always necessary to write out complete rules, as has been done here for yellow mold. You can add this level of description to your notes if you need it, or you can simply jot down the page number and book where it's found.)

2. Water Room

A fast-flowing stream 3 to 5 feet deep enters this chamber at the north end and exits to the south. Toward the south end of the chamber, some of the water collects in a depression, forming a pool about 4 feet deep at its edge and about 7 feet deep at the center. You can see a few blind, white crayfish crawling among the rocks on the bottom.

A good example of what not to include in shaded text is the fact that the water is icy cold—there's no way the characters could know this just by looking at the water from the doorway. Characters who simply turn around and leave after a glance inside may never discover the sunken skeleton, much less the helpful items beside it.

This chamber is represented by the 4-by-5-square room adjacent to the area where the adventure began. The pool occupies the 2-by-2-square area in the southeast corner of the chamber.

The only way out of this room, aside from the door the PCs entered through, is a secret door on the south wall in the southwest corner of the chamber. Locating it requires a DC 18 Search check. (*Don't put a cutout on the map to represent this door until the PCs discover it.*)

The monks who once lived here worked this natural cavern in order to enlarge it. A strong, damp breeze makes it impossible to keep torches lit here. Eight rotting barrels remain lined up along the west wall from when the room was used to gather water for the monastery. A few buckets also lie scattered about.

(In a ruin, it's always handy to know what a room or area was formerly used for, even if it now serves a different purpose, or no purpose at all. Your descriptions can often convey that former purpose, reminding the players that this place has its own history—it's not just a backdrop for adventures.)

Lying at the bottom of the pool is the limed-over skeleton of the abbot. Without a DC 15 Spot check, this appears to be just an unusual mineral formation. In its bony fingers, the skeleton holds a tube of the sort designed to contain a rolled-up piece of vellum or parchment. If the remains are disturbed, the act dislodges the tube from the skeleton's grasp. The stream's current carries away the tube unless a character dives into the icy water immediately to get it. This requires a DC 13 Swim check and an attack roll against the tube's AC of 14 (modified for size and, in this special case,

speed). If the PCs do not act quickly, the tube is swept away and lost in a single round. The tube contains treasure.

Getting the map will be hard for characters unless they act fast and roll well. However, the reward is great, because they are shown a secret passage that they probably would otherwise miss.

Treasure: Inside this not-quite-watertight ivory tube is a vellum map, smeared due to water seepage.

Depending on how you want to proceed, this map might depict other rooms deeper inside the monastery cellar (if you want to develop them and continue this adventure) or some other site that you want to use as a springboard for further adventuring.

3. Empty Ceremonial Chamber (EL 4)

This room appears to be a dead end. Its domed ceiling arches up to 25 feet high in the center. On the east side of the chamber, a fast-flowing stream of water 5 feet wide runs from north to south.

This area can be represented by the 3-by-5-square room to the south of the area the PCs are coming from (disregard the walls that block off the two squares in the southeast corner).

The monks brought the faithful here after death, consecrated each corpse, and then carried it to its final resting place in the crypts. A wooden platform against the west wall served as both a dais upon which to hold the ceremony and as a means to reach the secret door leading into the crypts to the west. The platform has been gone from this site for many years; when it was here, it rose 9 feet off the ground, with the bottom of the secret door being 1 foot above that. Two knobs just above the level of the vanished platform look like mere bumps in the wall, but when they are pushed simultaneously, a 5-foot-by-5-foot portion of the wall swings outward with a grinding noise.

To move any farther into the monastery cellar, the PCs will have to solve the puzzle of how to open this secret passage. The two knobs that need to be pushed simultaneously are 10 feet off the ground in adjacent squares in the southwest corner of the room. Before the characters can begin to figure this out, they must contend with the other occupants of the room.

Creatures: Three ghouls lurk in the east end of this chamber on the other side of the 5-foot-wide stream. They rush forward to attack the PCs as soon as all of them have moved into this chamber.

Ghouls (3): hp 13, 13, 18.

Going on from Here

If you use these three encounter areas as the start of an adventure in the corridors and chambers beneath the monastery, you can take the adventure in any direction you like after the PCs dispose of the ghouls and figure out how to open the secret door. That door might lead to a long corridor riddled with traps (to discourage looters from entering the crypts), or it might provide egress into an enormous chamber with a number of different corridors leading away from it . . . or anything else you can think of.

MONSTER STATISTICS

Here are the statistics blocks (a form of condensed creature statistics) for the creatures briefly mentioned above. These sample statistics blocks present all the information needed to run an encounter with the spiders and one with the ghouls. For information on how to read a statistics block, see the following page.

For your own notes, you can write out this information in as much or as little detail as you like. It's best to include all the information you may need at first, then gradually make the entries more abbreviated (for example: 3 ghouls, hp 13 each, ghoul fever, paralysis, undead type) as you become familiar with various creatures' abilities through repeated encounters.

Small Monstrous Spider (1): CR 1/2; Small vermin; HD 1d8; hp 7; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +0; Grp –6; Atk +4 melee (1d4–2 plus poison, bite); Full Atk +4 melee (1d4–2 plus poison, bite); Space/Reach 5 ft./5 ft.; SA poison, web; SQ tremorsense, vermin traits; AL N; SV Fort +2, Ref +3, Will +0; Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +11*, Jump +4, Spot +12*; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 10, initial and secondary damage 1d3 Str.

Web (Ex): This spider produces silk. Spiders can wait in their webs, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. *Monstrous spiders gain a +8 competence bonus on Hide and Move Silently checks when using their webs.

Web-spinning spiders can throw a web eight times per day. This attack is similar to an attack with a net but maximum range of 50 feet, range increment 10 feet, and effective against targets up to one size category larger than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a DC 15 Escape Artist check or burst it with a DC 14 Strength check. Both are standard actions.

Web-spinning spiders often create sheets of sticky webbing. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise, they stumble into it and become trapped as though by a successful thrown web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 4 hit points, and sheet webs have damage reduction 5/fire.

A monstrous spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Tremorsense (Ex): A monstrous spider can detect and locate any creature or object in contact with the ground within 60 feet, or any creature or object in contact with the spider's webs at an unlimited range.

Vermin Traits: Darkvision out to 60 feet. Mindless; no Intelligence score, and immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Tiny Monstrous Spiders (6): CR 1/4; Tiny vermin; HD 1/2 d8; hp 2 each; Init +3; Spd 20 ft., climb 10 ft.; AC 15, touch 15, flat-footed 12; Base Atk +0; Grp –12; Atk +5 melee (1d3–4 plus poison, bite); Full Atk +5 melee (1d3–4 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison, web; SQ tremorsense, vermin traits; AL N; SV Fort +2, Ref +3, Will +0; Str 3, Dex 17, Con 10, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +15*, Jump +0, Spot +12*; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 10, initial and secondary damage 1d2 Str.

Web (Ex): The webs in this encounter were all produced by the mother spider; see the Small monstrous spider entry, above, for details. *Monstrous spiders gain a +8 competence bonus on Hide and Move Silently checks when using their webs.

These monstrous spiders can move across their mother's sheet web at their climb speed and can determine the exact location of any creature touching the web.

Tremorsense (Ex): A monstrous spider can detect and locate any creature or object in contact with the ground within 60 feet, or any creature or object in contact with the spider's webs at an unlimited range.

Vermin Traits: Darkvision out to 60 feet. Mindless; no Intelligence score, and immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Ghouls (3): CR 1; Medium undead; HD 2d12; hp 13, 13, 18; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0/+0 melee (1d3 plus paralysis, 2 claws); Space/Reach 5 ft./5 ft.; SA ghoul fever, paralysis; SQ +2 turn resistance, undead traits; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack (see page 304 of the *Monster Manual*).

Ghoul Fever (Su): Those hit by a ghoul's bite must succeed on a DC 12 Fortitude save or succumb to ghoul fever (incubation period 1 day, damage 1d3 Con and 1d3 Dex). A humanoid who dies of ghoul fever rises as a ghoul at midnight of the next day (see page 118 of the *Monster Manual* for more information).

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 minutes. Elves are immune to this paralysis.

Undead Traits: Darkvision out to 60 feet. Immunity to poison, magic *sleep* effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at risk of death from massive damage, but destroyed when reduced to 0 hit points or lower. Not affected by *raise dead* or *reincarnate* spells or abilities.

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STATISTICS BLOCKS

Every character and creature in the D&D game has a number of different abilities and characteristics. A creature's statistics block ("stat block" for short) summarizes those attributes.

At the end of the sample adventure above, statistics blocks are provided for the spiders and the ghouls that the PCs encounter. This information is taken from the *Monster Manual* entries for those creatures and presented here in an abbreviated form. Many published adventures contain stat blocks for the creatures therein as a convenience, preventing you from needing to look up information from one of the core rulebooks (usually the *Monster Manual*) in order to run the adventure.

Some stat blocks are less detailed than others, sometimes because those characters or creatures are only "bit players" (commoners or other unimportant NPCs) and sometimes because only certain aspects of a creature's abilities are relevant to the adventure.

For instance, the stat block for a gold dragon would only need to mention that the dragon can breathe underwater if the place where it's encountered includes a body of water large enough for this ability to be potentially useful.

Following is a summary of the main elements of a statistics block. All the terms used in this summary are discussed in more detail elsewhere in the rules. For examples of various types of character stat blocks, see the sample NPCs in Chapter 4. For examples of stat blocks describing various kinds of creatures, see Familiars on pages 200–204.

Name: The word or phrase that identifies the creature.

Race and Class: Provided only for characters with levels.

CR: The Challenge Rating of an individual creature of this kind.

Size and Type: The creature's size category and its type (and subtype or subtypes, if applicable).

HD: The creature's Hit Dice (and any hit points it gains or loses because of its Constitution modifier).

hp: The creature's full normal hit point total (usually average rolls on each Hit Die).

Init: The creature's modifier on initiative checks.

Spd: The creature's base land speed, followed by speeds for other modes of movement if applicable.

AC: The creature's Armor Class against most regular attacks, followed by its AC against touch attacks (which disregard armor) and its AC when flat-footed (or at any other time when denied its Dexterity bonus to AC).

Base Atk: The creature's base attack bonus without any modifiers.

Grp: The creature's grapple bonus (base attack + size modifier + Str bonus).

Atk: The single attack the creature makes when taking an attack action (modified attack bonus, whether the attack is melee or ranged, how much damage the attack deals, and the weapon used for the attack).

Full Atk: All the physical attacks the creature can make when taking a full attack action (often the same as the Atk entry).

Space/Reach: How large a square the creature takes up on the battle grid and how far its natural reach extends. The vast majority of creatures have a space/reach of 5 ft./5 ft.; as such, a stat block might omit this entry unless it's different from the "default."

SA: The creature's special attacks (some of which may be described in more detail beneath the Skills and Feats paragraph).

SQ: The creature's special qualities (some of which may be described in more detail beneath the Skills and Feats paragraph).

AL: The one- or two-letter abbreviation denoting the creature's alignment.

SV: The creature's saving throw bonuses.

Ability Scores: The creature's ability scores in the customary order (Str, Dex, Con, Int, Wis, Cha).

Skills and Feats: In a new paragraph, a list of all the creature's skill modifiers and feats.

Details: Special attacks and special qualities that need further explanation are covered next.

Spells Known: For sorcerers and members of other classes that do not prepare spells.

Spells Prepared: For wizards, clerics, and members of other classes that prepare spells. A cleric's stat block also includes the domains he has access to (with domain spells asterisked in the list of pre-

pared spells), his deity (if applicable), and the granted powers of his domains.

Spellbook: Optionally (in addition to Spells Prepared), you may wish to provide the contents of a caster's spellbook in his stat block. (See the sample NPC wizards on page 125 for what this looks like.) This information can be important for an NPC whom the characters might encounter repeatedly over the course of several days (so that he could choose to prepare different spells on different days).

Possessions: A list of items the creature or character is wearing or carrying.

Obviously, any stat block you create for your own use can be as sparse or as detailed as you need it to be. If all that really matters for an encounter is a creature's hit points, AC, and attack bonus, then those are the only characteristics you need to make note of.

Use your own stat blocks to streamline the action during play by enabling you to have what you need at your fingertips—but don't feel that your stat blocks have to provide every conceivable statistic for every creature (unless that's what you want them to do, of course).

WILDERNESS ADVENTURES

In the great outdoors, dragons cross the sky, looking for prey on the ground, while tribes of hobgoblins stalk their own victims. An ankheg bursts forth from the earth, and monstrous spiders drop from the trees.

Adventures and encounters outdoors can be as interesting as those underground, but they're different in many ways. Characters have greater freedom to roam. In a dungeon, characters are constrained by the doors and hallways available to them, but in a forest, they can travel in any direction they please.

The open wilderness can be liberating for the players, and it demands that the DM be flexible. You don't have to have every 5-foot square of the Abbor-Alz Mountains mapped before the adventure begins, but you should be able to draw the terrain in the immediate area when the red dragon roars out of the sky. Furthermore, you should know—in general terms, at least—what the characters will find if they cross that ridge or ford that stream.

A second difference between wilderness adventures and dungeon adventures is the possibility of retreat. In a dungeon, the PCs can generally retreat and recuperate without too much difficulty. But the wilderness is by definition far from the comforts of civilization, so the characters have to rely more on their own resources. There probably isn't a friendly temple full of healers in the middle of the trackless swamp the characters are fighting their way through, so the PC cleric will have to handle all the party's healing. There's no inn, so some characters will have to stay awake and keep watch while the other characters sleep. And if the characters are beset by foes, they have no safe place to run to—or at least no safe place nearby.

Finally, wilderness adventures differ from dungeon ones because the wilderness is often ancillary to the characters' larger purpose. Wilderness adventures usually involve travel through the wild to a specific destination, not exploration of the wilderness for its own sake. A dungeon is a place you travel to, but the wilderness is a place you travel through. Characters are less inclined to linger without a good reason, because they're usually on their way to someplace else.

For obvious reasons, doors, floors, and walls are few and far between in the wilderness. Instead the characters will have to contend with everything from towering trees to quicksand as they make their way through the wilderness. The kinds of dangers they'll face depend on the terrain (forest, mountain, and so on) and climate (hot, temperate, or cold).

GETTING LOST

There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents any possibility of becoming lost, but travelers striking off cross-country may become disoriented—especially in conditions of poor visibility or in difficult terrain.

Poor Visibility: Any time characters cannot see at least 60 feet in the prevailing conditions of visibility, they may become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night may be at risk, too, depending on the quality of their light sources, the amount of moonlight, and whether they have darkvision or low-light vision.

Difficult Terrain: Any character in forest, moor, hill, or mountain terrain may become lost if he moves away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.

Chance to Get Lost: If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Survival check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and use the highest DC that applies.

	Survival DC		Survival DC
Moor or hill, map	6	Poor visibility	12
Mountain, map	8	Mountain, no map	12
Moor or hill, no map	10	Forest	15

A character with at least 5 ranks in Knowledge (geography) or Knowledge (local) pertaining to the area being traveled through gains a +2 bonus on this check.

Check once per hour (or portion of an hour) spent in local or overland movement to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check. (*Tip:* Make this check in secret, since the characters may not realize that they're lost right away.)

Effects of Being Lost: If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

Recognizing that You're Lost: Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, –1 per hour of random travel) to recognize that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost; if they expected to reach a certain spot within an hour but three or four hours pass by with no sign of their destination, that's a bad sign.

Setting a New Course: A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective—even an objective such as "the point where we left the road and went off into these dratted woods." Determining the correct direction of travel once a party has become lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the "correct" direction for resuming travel. (*Tip:* Again, this is a check you should make in secret. The lost characters may think they know the way to travel after regaining their bearings, but could be entirely wrong again.)

Once the characters are traveling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travelers to become lost, check once per hour

of travel as described in Chance to Get Lost, above, to see if the party maintains its new course or begins to move at random again.

Conflicting Directions: It's possible that several characters may attempt to determine the right direction to proceed after becoming lost. That's just fine. You make a Survival check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right. (*Tip:* A few extraneous die rolls behind your screen might make it less apparent which characters are right and which characters are wrong.)

Regaining Your Bearings: There are several ways to become un-lost. First, if the characters successfully set a new course and follow it to the destination they're trying to reach, they're not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if conditions suddenly improve—the fog lifts or the sun comes up—lost characters may attempt to set a new course, as described above, with a +4 bonus on the Survival check. Finally, magic such as *find the path* may make their course clear.

FOREST TERRAIN

Forest terrain can be divided into three categories: sparse, medium, and dense. An immense forest could have all three categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart.

The table below describes in general terms how likely it is that a given square has a terrain element in it. You shouldn't roll for each square. Instead, use the percentages in the table below to guide the maps you create.

Forest Terrain Features

	Category of Forest		
	Sparse	Medium	Dense
Typical trees	50%	70%	80%
Massive trees	—	10%	20%
Light undergrowth	50%	70%	50%
Heavy undergrowth	—	20%	50%

Trees: The most important terrain element in a forest is the trees, obviously. Place a dot in the center of each square that you decide has a tree in it, and don't worry about the tree's exact location within the square. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree.

Medium and dense forests have massive trees as well. These trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way.

Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible.

Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Forest Canopy: It's common for elves and other forest dwellers to live on raised platforms far above the surface floor.

Sample Temperate Forest Encounter Table (EL 6)

d%	Encounter	Average EL
01–04	1d4+3 dryads	8
05–10	1 treant	8
11–16	5th-level lizardfolk druid NPC and 2 centaurs	7
17–19	1 nymph	7
20–25	1d4 unicorns	7
26–33	1d6+1 wolves	7
34–43	1d4 centaurs	6
44–51	1d4 dire wolves	6
52–61	1d3 owlbears	6
62–69	1d3 pixies	6
70–73	1 ghast (ghoul) and 2 ghouls	5
74–79	5th-level gnoll ranger NPC	5
80–85	1d4+1 satyrs	5
86–88	1d4+1 owlbear skeletons	5
89–93	1 wraith	5
94–97	2 black bears (animal)	4
98–100	1 wereboar (lycanthrope)	4

For information on how to build your own wilderness encounter tables, see page 95.

These wooden platforms generally have rope bridges (described on page 64) between them. To get to the treehouses, characters generally ascend the trees' branches (Climb DC 15), use rope ladders (Climb DC 0), or take pulley elevators (which can be made to rise a number of feet equal to a Strength check, made each round as a full-round action). Creatures on platforms or branches in a forest canopy are considered to have cover when fighting creatures on the ground, and in medium or dense forests they have concealment as well.

Other Forest Terrain Elements: Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Forest streams are generally 5 to 10 feet wide and no more than 5 feet deep. Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails.

Stealth and Detection in a Forest: In a sparse forest, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 3d6×10 feet. In a medium forest, this distance is 2d8×10 feet, and in a dense forest it is 2d6×10 feet.

Because any square with undergrowth provides concealment, it's usually easy for a creature to use the Hide skill in the forest. Logs and massive trees provide cover, which also makes hiding possible.

The background noise in the forest makes Listen checks more difficult, increasing the DC of the check by 2 per 10 feet, not 1 (but note that Move Silently is also more difficult in undergrowth).

Forest Fires (CR 6)

Most campfire sparks ignite nothing, but if conditions are dry, winds are strong, or the forest floor is dried out and flammable, a forest fire can result. Lightning strikes often set trees afire and start forest fires in this way. Whatever the cause of the fire, travelers can get caught in the conflagration.

A forest fire can be spotted from as far away as 2d6×100 feet by a character who makes a Spot check, treating the fire as a Colossal creature (reducing the DC by 16). If all characters fail their Spot checks, the fire moves closer to them. They automatically see it when it closes to half the original distance.

Characters who are blinded or otherwise unable to make Spot checks can feel the heat of the fire (and thus automatically "spot" it) when it is 100 feet away.

The leading edge of a fire (the downwind side) can advance faster than a human can run (assume 120 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for 2d4×10 minutes before dying to a smoking smolder. Characters overtaken by a forest fire may find the leading edge of the fire advancing away from them faster than they can keep up, trapping them deeper and deeper in its grasp.

Within the bounds of a forest fire, a character faces three dangers: heat damage, catching on fire, and smoke inhalation.

Heat Damage: Getting caught within a forest fire is even worse than being exposed to extreme heat (see Heat Dangers, page 303). Breathing the air causes a character to take 1d6 points of damage per round (no save). In addition, a character must make a Fortitude save every 5 rounds (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saving throws. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (see page 239 of the *Player's Handbook*).

Catching on Fire: Characters engulfed in a forest fire are at risk of catching on fire when the leading edge of the fire overtakes them, and are then at risk once per minute thereafter (see Catching on Fire, page 303).

Smoke Inhalation: Forest fires naturally produce a great deal of smoke. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Also, smoke obscures vision, providing concealment to characters within it.

MARSH TERRAIN

Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (described in Aquatic Terrain, below), which effectively are a third category of terrain found in marshes.

The table below describes terrain features found in marshes. The percentages are indicative of typical marsh terrain and don't represent the exact chance that a given square will contain the terrain element.

Marsh Terrain Features

	— Marsh Category —	
	Moor	Swamp
Shallow bog	20%	40%
Deep bog	5%	20%
Light undergrowth	30%	20%
Heavy undergrowth	10%	20%

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase the DC of Move Silently checks by 2.

Undergrowth: The bushes, rushes, and other tall grasses in marshes function as undergrowth does in a forest (see above). A square that is part of a bog does not also have undergrowth.

Quicksand: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him 1d2×5 feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description, page 84 of the *Player's Handbook*, and Drowning, page 304 of this book).

Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Hedgerows: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes.

Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them.

Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

Sample Temperate Marsh Encounter Table (EL 9)

d%	Encounter	Average EL
01–07	1 eleven-headed hydra	10
08–11	1d3 mohrgs	10
12–15	1 young adult black dragon	9
16–19	1d4+2 5th-level kobold sorcerer NPCs	9
20–30	1d3 chuuls	9
31–38	1d3 medusas	9
39–45	1d4+2 5th-level goblin rogue NPCs	9
46–53	1d3 spectres	9
54–63	1d4 will-o'-wisps	9
64–70	1d4 gray render zombies	9
71–81	1 gray render	8
82–91	1 hag covey (sea hag, annis, green hag)	8
92–97	2d4 harpies	8
98–100	1 shambling mound	6

Other Marsh Terrain Elements: Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don't provide the concealment that undergrowth does.

Stealth and Detection in a Marsh: In a moor, the maximum distance at which a Spot check for detecting the nearby presence

of others can succeed is 6d6×10 feet. In a swamp, this distance is 2d8×10 feet.

Undergrowth and deep bogs provide plentiful concealment, so it's easy to hide in a marsh.

A marsh imposes no penalties on Listen checks, and using the Move Silently skill is more difficult in both undergrowth and bogs.

HILLS TERRAIN

A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hills terrain is divided into two categories: gentle hills and rugged hills. Hills terrain often serves as a transition zone between rugged terrain such as mountains and flat terrain such as plains.

Hills terrain requires extra forethought on your part because players will naturally want to know which direction is uphill. The table below indicates typical percentages of gradual and steep slopes in hills terrain, but you'll want to draw your map carefully so uphill and downhill are clear and logical. The percentages below include no provision for flat space, but you may want the tops of your hills and the bottoms of your valleys to have at least a few squares of flat space.

Hills Terrain Features

	Hills Category	
	Gentle Hill	Rugged Hill
Gradual slope	75%	40%
Steep slope	20%	50%
Cliff	5%	10%
Light undergrowth	15%	15%

To draw hills terrain quickly, decide where you want your hilltops and valleys to be, then surround them with rings of gradual slope and steep slope squares. If you use cliffs, put them next to or within steep slope squares. Finally, draw arrows pointing downhill.

Gradual Slope: This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Steep Slope: Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Balance check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement.

A steep slope increases the DC of Tumble checks by 2.

Cliff: A cliff typically requires a DC 15 Climb check to scale and is 1d4×10 feet tall, although the needs of your map may mandate a taller cliff. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall and 10-foot squares if it's 30 feet or taller.

Light Undergrowth: Sagebrush and other scrubby bushes grow on hills, athough they rarely cover the landscape as they do in forests and marshes. Light undergrowth provides concealment and increases the DC of Tumble and Move Silently checks by 2.

Other Hills Terrain Elements: Trees aren't out of place in hills terrain, and valleys often have active streams (5 to 10 feet wide and no more than 5 feet deep) or dry streambeds (treat as a trench 5 to 10 feet across) in them. If you add a stream or streambed, remember that water always flows downhill.

Stealth and Detection in Hills: In gentle hills, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 2d10×10 feet. In rugged hills, this distance is 2d6×10 feet.

Hiding in hills terrain can be difficult if there isn't undergrowth around. A hilltop or ridge provides enough cover to hide from anyone below the hilltop or ridge.

Hills don't affect Listen or Move Silently checks.

Sample Temperate Hills Encounter Table (EL 5)

d%	Encounter	Average EL
01–02	1 young copper dragon	7
03–05	1 bulette	7
06–09	1 hill giant	7
10–17	1d3 displacer beasts	6
18–27	1d3 griffons	6
28–34	1 wyvern	6
35–44	5th-level human bard NPC	5
45–58	1 ogre and 1d4+2 hobgoblin warriors	5
59–68	1d3 ogre zombies	5
69–77	1 rast	5
78–85	1d3 wights	5
86–95	1d3 hippogriffs	4
96–100	1 doppelganger	3

MOUNTAIN TERRAIN

The three mountain terrain categories are alpine meadows, rugged mountains, and forbidding mountains. As characters ascend into a mountainous area, they're likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.

To draw a map for mountain terrain, use the percentages in the table below to arrange the terrain elements. As with hills terrain, you'll want to pay close attention to uphill and downhill, identifying the direction of descent on slopes. Gentle slopes, steep slopes, cliffs, and chasms are mutually exclusive. Either of the slope types may have undergrowth, scree, or dense rubble on it.

Mountains have an important terrain element, the rock wall, that is marked on the border between squares rather than taking up squares itself. After you draw the other terrain elements on the map, add rock walls, placing them within or adjacent to steep slopes and cliffs.

Mountain Terrain Features

	Mountain Category		
	Alpine Meadow	Rugged	Forbidding
Gradual slope	50%	25%	15%
Steep slope	40%	55%	55%
Cliff	10%	15%	20%
Chasm	—	5%	10%
Light undergrowth	20%	10%	—
Scree	—	20%	30%
Dense rubble	—	20%	30%

Gradual and Steep Slopes: These function as described in Hills Terrain, above.

Cliff: These terrain elements also function like their hills terrain counterparts, but they're typically 2d6×10 feet tall. Cliffs taller than 80 feet take up 20 feet of horizontal space.

Chasm: Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall into them by accident (although bull rushes are another story). A typical chasm is 2d4×10 feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 Climb check to climb out of a chasm.

In forbidding mountain terrain, chasms are typically 2d8×10 feet deep.

Light Undergrowth: This functions as described in Forest Terrain, above.

Scree: A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Balance and Tumble checks increases by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Move silently checks increases by 2 if the scree is on a slope of any kind.

Dense Rubble: The ground is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by 5, and the DC of Move Silently checks increases by +2.

Rock Wall: A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is 2d4×10 feet tall in rugged mountains and 2d8×10 feet tall in forbidding mountains. Rock walls are drawn on the edges of squares, not in the squares themselves.

Cave Entrance: Found in cliff and steep slope squares and next to rock walls, cave entrances are typically between 5 and 20 feet wide and 5 feet deep. Beyond the entrance, a cave could be anything from a simple chamber to the entrance to an elaborate dungeon. Caves used as monster lairs typically have 1d3 rooms that are 1d4×10 feet across.

Other Mountain Terrain Features: Most alpine meadows begin above the tree line, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (5 to 10 feet wide and no more than 5 feet deep) and dry streambeds (treat as a trench 5 to 10 feet across). Particularly high-altitude areas tend to be colder than the lowland areas that surround them, so they may be covered in ice sheets (described below).

Stealth and Detection in Mountains: As a guideline, the maximum distance in mountain terrain at which a Spot check for detecting the nearby presence of others can succeed is 4d10×10 feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there's little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin.

As in hills terrain, a ridge or peak provides enough cover to hide from anyone below the high point.

It's easier to hear faraway sounds in the mountains. The DC of Listen checks increases by 1 per 20 feet between listener and source, not per 10 feet.

Sample Cold Mountains Encounter Table (EL 11)

d%	Encounter	Average EL
01–04	1 beholder	13
05–07	1 young adult silver dragon	13
08–19	1d3 10th-level half-orc barbarian NPCs	12
20–29	1 devourer	11
30–47	1d3 frost giants	11
48–58	1d4 greater shadows	11
59–75	1 troll hunter	11
76–88	10th-level drow wizard NPC and 1 shield guardian	11
89–100	2d4 trolls	9

Avalanches (CR 7)

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as 1d10×500 feet downslope by a character who makes a DC 20 Spot check, treating the avalanche as a Colossal creature. If all characters fail their Spot checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance.

It's possible to hear an avalanche coming even if you can't see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 Listen check can hear the avalanche or landslide when it is 1d6×500 feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way.

Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried (see below).

Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of 1d6×100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width. To determine the precise location of characters in the path of an avalanche, roll 1d6×20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round.

Mountain Travel

High altitude can be extremely fatiguing—or sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.

Acclimated Characters: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area, and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return.

Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

Altitude Zones: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

Low Pass (lower than 5,000 feet): Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

Low Peak or High Pass (5,000 to 15,000 feet): Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All nonacclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air.

Acclimated characters do not have to attempt the Fortitude save.

High Peak (more than 15,000 feet): The highest mountains exceed 20,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimated to high altitudes.

Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores.

Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

DESERT TERRAIN

Desert terrain exists in warm, temperate, and cold climates, but all deserts share one common trait: little rain. The three categories of desert terrain are tundra (cold deserts), rocky desert (often temperate), and sandy desert (often warm).

Desert Terrain Features

	Desert Category		
	Tundra	Rocky	Sandy
Light undergrowth	15%	5%	5%
Ice sheet	25%	—	—
Light rubble	5%	30%	10%
Dense rubble	—	30%	5%
Sand dunes	—	—	50%

Sample Warm Desert Encounter Table (EL 7)

d%	Encounter	Average EL
01–07	1 androsphinx	9
08–15	1 gynosphinx	8
16–23	1d3 lamias	8
24–31	1d3 basilisks	7
32–41	1 criosphinx	7
42–49	5th-level human monk NPC and 5th-level human bard NPC	7
50–57	1 flesh golem	7
58–69	1d3 hieracosphinxes	7
70–80	1 Huge monstrous scorpion (vermin)	7
81–88	1d3 jann (genie)	6
89–96	1d4+2 Large monstrous scorpions (vermin)	6
97–100	1 mummy	5

Tundra differs from the other desert categories in two important ways. Because snow and ice cover much of the landscape, it's easy to find water. And during the height of summer, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use as the shallow bogs described in marsh terrain, although there's little standing water.

The table above describes terrain elements found in each of the three desert categories. The percentages are intended to guide your map-drawing; don't roll for each square. The terrain elements on this table are mutually exclusive; for instance, a square of tundra may contain either light undergrowth or an ice sheet, but not both.

Light Undergrowth: Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types.

Ice Sheet: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks there increases by 5. A DC 10 Balance check is required to run or charge across an ice sheet.

Light Rubble: Small rocks are strewn across the ground, making nimble movement more difficult more difficult. The DC of Balance and Tumble checks increases by 2.

Dense Rubble: This terrain feature consists of more and larger stones. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks increases by 5, and the DC of Move Silently checks increases by 2.

Sand Dunes: Created by the action of wind on sand, sand dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

Other Desert Terrain Features: Tundra is sometimes bordered by forests, and the occasional tree isn't out of place in the cold wastes. Rocky deserts have towers and mesas consisting of flat ground surrounded on all sides by cliffs and steep slopes (described in Mountain Terrain, above). Sandy deserts sometimes have quicksand; this functions as described in Marsh Terrain, above, although desert quicksand is a waterless mixture of fine sand and dust. All desert terrain is crisscrossed with dry streambeds (treat as trenches 5 to 15 feet wide) that fill with water on the rare occasions when rain falls.

Stealth and Detection in the Desert: In general, the maximum distance in desert terrain at which a Spot check for detecting the nearby presence of others can succeed is 6d6×20 feet; beyond this distance, elevation changes and heat distortion in warm deserts makes spotting impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6×10 feet.

The desert imposes neither bonuses nor penalties on Listen or Spot checks. The scarcity of undergrowth or other elements that offer concealment or cover makes hiding more difficult.

Sandstorms

A sandstorm reduces visibility to 1d10×5 feet and provides a –4 penalty on Listen, Search, and Spot checks. A sandstorm deals 1d3 points of nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried gear.

PLAINS TERRAIN

Plains are where most civilizations flourish, so they are often settled. Plains come in three categories: farms, grasslands, and battlefields. Farms are common in settled areas, of course, while grasslands represent untamed plains. The battlefields where large armies clash are temporary places, usually reclaimed by natural vegetation or the farmer's plow. Battlefields represent a third terrain category because adventurers tend to spend a lot of time there, not because they're particularly prevalent.

The table below shows the proportions of terrain elements in the different categories of plains. On a farm, light undergrowth represents most mature grain crops, so farms growing vegetable crops will have less light undergrowth, as will all farms during the time between harvest and a few months after planting.

The terrain elements in the table below are mutually exclusive.

Plains Terrain Features

	Plains Category		
	Farm	Grassland	Battlefield
Light undergrowth	40%	20%	10%
Heavy undergrowth	—	10%	—
Light rubble	—	—	10%
Trench	5%	—	5%
Berm	—	—	5%

Undergrowth: Whether they're crops or natural vegetation, the tall grasses of the plains function like light undergrowth in a forest. Particularly thick bushes form patches of heavy undergrowth that dot the landscape in grasslands.

Light Rubble: On the battlefield, light rubble usually represents something that was destroyed: the ruins of a building or the scattered remnants of a stone wall, for example. It functions as described in the desert terrain section above.

Trench: Often dug before a battle to protect soldiers, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs 2 squares of movement to leave a trench, but it costs nothing extra to enter one. Creatures outside a trench who make a melee attack against a creature inside the trench gain a +1 bonus on melee attacks because they have higher ground.

In farm terrain, trenches are generally irrigation ditches.

Berm: A common defensive structure, a berm is a low, earthen wall that slows movement and provides a measure of cover. Put a

berm on the map by drawing two adjacent rows of steep slope (described in Hills Terrain, above), with the edges of the berm on the downhill side. Thus, a character crossing a two-square berm will travel uphill for 1 square, then downhill for 1 square. Two-square berms provide cover as low walls for anyone standing behind them. Larger berms provide the low wall benefit for anyone standing 1 square downhill from the top of the berm.

Fences: Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra square of movement to cross a wooden fence. A stone fence provides a measure of cover as well, functioning as low walls. Mounted characters can cross a fence without slowing their movement if they succeed on a DC 15 Ride check. If the check fails, the steed crosses the fence, but the rider falls out of the saddle.

Sample Temperate Plains Encounter Table (EL 4)

d%	Encounter	Average EL
01–03	1 half-dragon, 4th-level human fighter	6
04–08	1d4+2 worgs	6
09–13	1d3 cockatrices	5
14–19	1d3 locust swarms	5
20–26	5th-level human paladin NPC	5
27–35	1d3 blink dogs	4
36–44	1d3 giant soldier ants	4
45–57	1d4+4 goblins	4
58–69	1d3 wererats (lycanthrope)	4
70–78	1 vampire spawn	4
79–86	1 allip	3
87–94	1 ankheg	3
95–100	1d3 gnolls	3

Other Plains Terrain Features: Occasional trees dot the landscape in many plains, although on battlefields they're often felled to provide raw material for siege engines (described in Urban Features, page 99). Hedgerows (described in Marsh Terrain, page 88) are found in plains as well. Streams, generally 5 to 20 feet wide and 5 to 10 feet deep, are commonplace.

Stealth and Detection in Plains: In plains terrain, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6×40 feet, although the specifics of your map may restrict line of sight.

Plains terrain provides no bonuses or penalties on Listen and Spot checks. Cover and concealment are not uncommon, so a good place of refuge is often nearby, if not right at hand.

AQUATIC TERRAIN

Aquatic terrain is the least hospitable to most PCs, because they can't breathe there. Characters are as likely to find themselves unwillingly thrust into the water (when it's at the bottom of a pit, for example) as they are to intentionally seek adventure under the waves.

Aquatic terrain doesn't offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section. But if your characters find themselves in the water because they were bull rushed off the deck of a pirate ship, the tall kelp beds hundreds of feet below them don't matter.

Accordingly, these rules simply divide aquatic terrain into two categories: flowing water (such as streams and rivers) and nonflowing water (such as lakes and oceans).

Sample Temperate Aquatic Encounter Table (EL 8)

d%	Encounter	Average EL
01–04	1 juvenile bronze dragon	9
05–08	1 dragon turtle	9
09–17	1 giant squid (animal)	9
18–28	1 giant octopus (animal)	8
29–39	1d4+2 sea cats	8
40–56	1d4+2 Huge sharks (animal)	8
57–70	2d4+4 tritons	8
71–83	1 cachalot whale (animal)	7
84–94	1 water naga	7
95–100	1d4 merrow (ogre)	6

Flowing Water: Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water (Swim DC 15), and whitewater rapids are stormy water (Swim DC 20).

If a character is in moving water, move him downstream the indicated distance at the end of his turn. A character trying to maintain his position relative to the riverbank can spend some or all of his turn swimming upstream.

Swept Away: Characters swept away by a river moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, he arrests his motion by catching a rock, tree limb, or bottom snag—he is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three DC 20 Swim checks in a row. Characters arrested by a rock, limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (described in Marsh Terrain, above).

Nonflowing Water: Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning (see Drowning, page 304). When underwater, charac-

Table 3–22: Combat Adjustments Underwater

	Attack/Damage			
Condition	Slashing or Bludgeoning	Tail	Movement	Off Balance?[4]
Freedom of movement	normal/normal	normal/normal	normal	No
Has a swim speed	–2/half	normal	normal	No
Successful Swim check	–2/half[1]	–2/half	quarter or half[2]	No
Firm footing[3]	–2/half	–2/half	half	No
None of the above	–2/half	–2/half	normal	Yes

1 A creature without a *freedom of movement* effects or a swim speed makes grapple checks underwater at a –2 penalty, but deals damage normally when grappling.

2 A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.

3 Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.

4 Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

ters can move in any direction as if they were flying with perfect maneuverability.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8×10 feet if the water is clear, and 1d8×10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

It's hard to find cover or concealment to hide underwater (except along the seafloor). Listen and Move Silently checks function normally underwater.

Invisibility: An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Armor Class, attack rolls, damage, and movement. In some cases a creature's opponents may get a bonus on attacks. The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in chest-deep water, or walking along the bottom.

Ranged Attacks Underwater: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Landbound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise.

The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell's line of effect. For example, a *fireball* cast underwater cannot be targeted at creatures above the surface.

Floods

In many wilderness areas, river floods are a common occurrence. In spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well.

During a flood, rivers become wider, deeper, and swifter. Assume that a river rises by 1d10+10 feet during the spring flood, and its width increases by a factor of 1d4×50%. Fords may disappear for days, bridges may be swept away, and even ferries might not be able to manage the crossing of a flooded river.

A river in flood makes Swim checks one category harder (calm water becomes rough, and rough water becomes stormy). Rivers also become 50% swifter.

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WEATHER

Sometimes weather can play an important role in an adventure—rain can wash away tracks, a thunderstorm can force the adventurers to seek shelter, or a gale can delay their ship from sailing.

If your adventure involves spending a lot of time outdoors, create a random table to determine the weather conditions in a particular area. Local conditions have a dramatic effect on weather. High-altitude areas are often much colder than lowlands, for example. The presence of a mountain range can cause an area adjacent to the mountains where little precipitation falls. Table 3–23: Random Weather is an appropriate weather table for general use, and you can use it as the basis for your own weather tables. Terms on that table are defined as follows.

Calm: Wind speeds are light (0 to 10 mph).

Cold: Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.

Cold Snap: Lowers temperature by –10° F.

Downpour: Treat as rain (see Precipitation, below), but conceals as fog. Can create floods (see above). A downpour lasts for 2d4 hours.

Heat Wave: Raises temperature by +10° F.

Hot: Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.

Moderate: Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.

Powerful Storm (*Windstorm/Blizzard/Hurricane/Tornado*): Wind speeds are over 50 mph (see Table 3–24: Wind Effects). In addition, blizzards are accompanied by heavy snow (1d3 feet), and hurricanes are accompanied by downpours (see above). Windstorms last for 1d6 hours. Blizzards last for 1d3 days. Hurricanes can last for up to a week, but their major impact on characters will come in a 24-to-48-hour period when the center of the storm moves through their area. Tornadoes are very short-lived (1d6×10 minutes), typically forming as part of a thunderstorm system.

Table 3–23: Random Weather

d%	Weather	Cold Climate	Temperate Climate[1]	Desert
01–70	Normal weather	Cold, calm	Normal for season[2]	Hot, calm
71–80	Abnormal weather	Heat wave (01–30) or cold snap (31–100)	Heat wave (01–50) or cold snap (51–100)	Hot, windy
81–90	Inclement weather	Precipitation (snow)	Precipitation (normal for season)	Hot, windy
91–99	Storm	Snowstorm	Thunderstorm, snowstorm	Duststorm
100	Powerful storm	Blizzard	Windstorm, blizzard, hurricane, tornado	Downpour

1 Temperate includes forest, hills, marsh, mountains, plains, and warm aquatic.

2 Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions are slightly warmer in winter.

Precipitation: Roll d% to determine whether the precipitation is fog (01–30), rain/snow (31–90), or sleet/hail (91–00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

Storm (*Duststorm/Snowstorm/Thunderstorm*): Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4–1 hours. See Storms, below, for more details.

Warm: Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

Windy: Wind speeds are moderate to strong (10 to 30 mph); see Table 3–24 on the following page.

Rain, Snow, Sleet, and Hail

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice (see Cold Dangers, page 302).

Rain: Rain reduces visibility ranges by half, resulting in a –4 penalty on Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind (see the following page).

Snow: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow: Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, below). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance.

There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm, below).

Heavy snow has the same effect on flames as moderate wind (see the following page).

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a –8 penalty on Spot, Search, and Listen checks. Storms make ranged weapon attacks impossible, except for those using siege weapons, which have a –4 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table 3–24: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types.

Duststorm (CR 3): These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds (see the following page) and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance for a greater duststorm to be accompanied by windstorm-magnitude winds (see Table 3–24: Wind Effects). These greater duststorms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning, page 304—except that a character with a scarf or similar protection across his mouth and nose does not begin to choke until after a number of rounds equal to 10 × his Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

Powerful Storms: Very high winds and torrential precipitation reduce visibility to zero, making Spot, Search, and Listen checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 Fortitude save or face the effects based on the size of the creature (see Table 3–24). Powerful storms are divided into the following four types.

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

Blizzard: The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold (see Cold Dangers, page 302) make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to very high winds and heavy rain, hurricanes are accompanied by floods (see page 93). Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado.

Fog

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Table 3–24: Wind Effects

Wind Force	Wind Speed	Ranged Attacks Normal/Siege Weapons[1]	Creature Size[2]	Wind Effect on Creatures	Fort Save DC
Light	0–10 mph	—/—	Any	None	—
Moderate	11–20 mph	—/—	Any	None	—
Strong	21–30 mph	–2/—	Tiny or smaller	Knocked down	10
			Small or larger	None	
Severe	31–50 mph	–4/—	Tiny	Blown away	15
			Small	Knocked down	
			Medium	Checked	
			Large or larger	None	
Windstorm	51–74 mph	Impossible/–4	Small or smaller	Blown away	18
			Medium	Knocked down	
			Large or Huge	Checked	
			Gargantuan or Colossal	None	
Hurricane	75–174 mph	Impossible/–8	Medium or smaller	Blown away	20
			Large	Knocked down	
			Huge	Checked	
			Gargantuan or Colossal	None	
Tornado	175–300 mph	Impossible/impossible	Large or smaller	Blown away	30
			Huge	Knocked down	
			Gargantuan or Colossal	Checked	

1 The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

2 Flying or airborne creatures are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.

Winds

The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see Table 3–24: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty on ranged attack rolls and on Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a –4 penalty. This is the velocity of wind produced by a *gust of wind* spell.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty on attack rolls. Listen checks are at a –8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado (CR 10): All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being blown away (see Table 3–24: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Random Wilderness Encounters

When setting out to generate random encounters for an adventure that involves travel through the wilderness, the first thing you need to do is determine the chance for an encounter to happen in a given area. Refer to the table below, determining the type of area in question and then rolling d% at the end of every hour the PCs spend in the area to see if an encounter occurs.

Chance of Wilderness Encounter

Type of Area	d% Chance
Desolate/wasteland	5% chance per hour
Frontier/wilderness	8% chance per hour
Verdant/civilized area	10% chance per hour
Heavily traveled	12% chance per hour

Building a Wilderness Encounter Table

In this section are all the tools you need to build encounter tables suited to various regions of your campaign world. These tools include Table 3–25: Wilderness Encounter Lists, in which creatures from the *Monster Manual* are grouped according to the environment where they can typically be encountered. The lists include all creatures from the *Monster Manual* except for those that are found only underground (see the earlier section of this chapter, where dungeon encounter tables are provided), those that are native to a plane of existence other than the Material Plane (see Adventuring on Other Planes, beginning on page 147), and some creatures with low CRs that are usually not appropriate for encounters (such as the toad, the lizard, and the monkey).

The sample encounter tables presented in the section on terrain features (beginning with forest terrain on page 87) were constructed using the procedure described below. Refer to those tables when you begin building your own.

Table 3–25: Wilderness Encounter Lists

CR	Any Wilderness Environment
1/8	Rat (animal)
1/3	Dire rat
1/3	Human warrior skeleton
1/2	Tiny animated object
1/2	Human commoner zombie
1	Small animated object
1	Ghoul
1	Homunculus
2	Medium animated object
2	Wererat (lycanthrope)
2	Rat swarm
3	Allip
3	Large animated object
3	Doppelganger
3	Ghast (ghoul)
3	Shadow
3	Wight
4	Gargoyle
4	Vampire spawn
5	Huge animated object
5	Mummy
5	Wraith
7	Gargantuan animated object
7	Flesh golem
7	Spectre
8	Greater shadow
8	Mohrg
8	Shield guardian
10	Colossal animated object
10	Clay golem
11	Devourer
11	Dread wraith
11	Stone golem
13	Iron golem
13	Lich, 11th-level human wizard
14	Nightwing (nightshade)
15	Mummy lord
16	Greater stone golem
16	Nightwalker (nightshade)
18	Nightcrawler (nightshade)
20	Tarrasque

CR	Cold Aquatic
1	Medium shark (animal)
2	Large shark (animal)
4	Huge shark (animal)
5	Scrag (troll)
5	Orca whale (animal)
9	Dire shark

CR	Cold Deserts
7	Remorhaz

CR	Cold Forests
2	Wolverine (animal)
4	Brown bear (animal)
4	Dire wolverine
5	Werebear (lycanthrope)
5	Winter wolf
7	Dire bear

CR	Cold Hills
5	Ettin skeleton
6	Ettin
6	Gauth (beholder)
6	Ogre mage
13	Beholder

CR	Cold Marshes
4	Gray ooze (ooze)
6	Annis (hag)
6	Five-headed cryohydra
7	Six-headed cryohydra
8	Seven-headed cryohydra
9	Eight-headed cryohydra
10	Nine-headed cryohydra
11	Ten-headed cryohydra
12	Eleven-headed cryohydra
13	Twelve-headed cryohydra

CR	Cold Mountains
2	Wyrmling white dragon
3	Very young white dragon
3	Troll skeleton
4	Young white dragon
5	Troll
6	Juvenile white dragon
7	Young adult white dragon
9	Frost giant
10	Adult white dragon
11	Troll hunter
12	Mature adult white dragon
15	Old white dragon
17	Very old white dragon
17	Frost giant jarl
18	Ancient white dragon
19	Wyrm white dragon
21	Great wyrm white dragon

CR	Cold Plains
4	Polar bear (animal)
12	Frost worm

CR	Temperate Aquatic
1/2	Aquatic elf
1/2	Merfolk
1/2	Porpoise (animal)
1	Nixie (sprite)
1	Squid (animal)
2	Kuo-toa
2	Triton
3	Merrow (ogre)
4	Sea cat
4	Sea hag (hag)
7	Cachalot whale (animal)
7	Water naga
9	Dragon turtle
9	Giant squid (animal)
12	Kraken

CR	Temperate Deserts
1/6	Donkey (animal)
2	Dire bat
2	Bat swarm
3	Wyrmling blue dragon
4	Very young blue dragon
6	Young blue dragon
6	Lamia
7	Dragonne
8	Juvenile blue dragon
8	Lammasu
11	Young adult blue dragon
14	Adult blue dragon
16	Mature adult blue dragon
18	Old blue dragon
19	Very old blue dragon
21	Ancient blue dragon
23	Wyrm blue dragon
25	Great wyrm blue dragon

CR	Temperate Forests
1/4	Kobold
1/4	Tiny monstrous spider (vermin)
1/4	Kobold zombie
1/2	Badger (animal)
1/2	Wood elf
1/2	Tallfellow halfling
1/2	Half-elf
1/2	Small monstrous spider (vermin)
1	Grig
1	Krenshar
1	Medium monstrous spider (vermin)
1	Pseudodragon
1	Wolf skeleton
1	Wolf (animal)
2	Black bear (animal)
2	Boar (animal)
2	Dire badger
2	Large monstrous spider (vermin)
2	Satyr
2	Owlbear skeleton
3	Assassin vine
3	Centaur
3	Dire wolf
3	Wyrmling green dragon
3	Dryad
3	Giant praying mantis (vermin)
3	Giant wasp (vermin)
3	Werewolf (lycanthrope)
3	Giant owl
3	Pegasus
3	Unicorn
4	Aranea
4	Dire boar
4	Very young green dragon
4	Giant stag beetle (vermin)
4	Wereboar (lycanthrope)
4	Owlbear
4	Pixie (sprite)
5	Young green dragon
5	Huge monstrous spider (vermin)
5	Pixie with *Otto's irresistible dance* (sprite)
5	Spider eater
6	Tendriculos
7	Nymph
8	Juvenile green dragon
8	Gargantuan monstrous spider (vermin)
8	Treant
11	Celestial charger (unicorn)
11	Young adult green dragon
11	Colossal monstrous spider (vermin)
13	Adult green dragon
14	Werewolf lord (lycanthrope)
15	Vampire, elite
16	Mature adult green dragon
18	Old green dragon

19	Very old green dragon
21	Ancient green dragon
22	Wyrm green dragon
24	Great wyrm green dragon

CR	Temperate Hills
1/2	Gnome
1/2	Forest gnome
1/2	Orc
2	Dire weasel
2	Hippogriff
3	Wyrmling bronze dragon
3	Ogre
3	Ogre zombie
4	Displacer beast
4	Griffon
5	Very young bronze dragon
7	Bulette
7	Chimera
7	Young bronze dragon
7	Hill giant
7	Ogre barbarian
8	Athach
8	Juvenile bronze dragon
8	Dark naga
11	Hill giant dire wereboar (lycanthrope)
12	Displacer beast pack lord
12	Young adult bronze dragon
15	Adult bronze dragon
17	Mature adult bronze dragon
19	Old bronze dragon
20	Very old bronze dragon
22	Ancient bronze dragon
23	Wyrm bronze dragon
25	Great wyrm bronze dragon

CR	Temperate Marshes
1/3	Tiny viper snake (animal)
1/2	Small viper snake (animal)
1	Lizardfolk
1	Medium viper snake (animal)
2	Large viper snake (animal)
3	Huge viper snake (animal)
4	Harpy
4	Five-headed hydra
5	Green hag (hag)
5	Six-headed hydra
5	Ochre jelly (ooze)
6	Seven-headed hydra
6	Shambling mound
6	Will-o'-wisp
6	Gray render zombie
7	Chuul
7	Eight-headed hydra
7	Medusa
8	Gray render
8	Nine-headed hydra
9	Ten-headed hydra
9	Spirit naga
10	Eleven-headed hydra
11	Harpy archer
11	Twelve-headed hydra

CR	Temperate Mountains
1/2	Dwarf
1/2	Eagle
1/2	Gray elf
2	Bugbear
2	Bugbear zombie
3	Giant eagle
4	Wyrmling silver dragon
5	Very young silver dragon
7	Young silver dragon
7	Cloud giant skeleton
8	Stone giant
9	Yrthak
10	Juvenile silver dragon
11	Cloud giant
13	Young adult silver dragon
15	Adult silver dragon
18	Mature adult silver dragon
20	Old silver dragon
21	Very old silver dragon
23	Ancient silver dragon
24	Wyrm silver dragon
26	Great wyrm silver dragon

CR	Temperate Plains
1/4	Pony (animal)
1/4	Pony, war (animal)
1/3	Dog (animal)
1/3	Goblin
1/2	Giant bee (vermin)
1	Aasimar (planetouched)
1	Dog, riding (animal)
1	Giant ant, worker (vermin)
1	Horse, heavy (animal)
1	Horse, light (animal)
1	Horse, light war (animal)
1	Tiefling (planetouched)
2	Bison (animal)
2	Blink dog
2	Giant ant, queen (vermin)
2	Giant ant, soldier (vermin)
2	Horse, heavy war (animal)
2	Worg
3	Cockatrice
3	Locust swarm
6	Half-dragon 4th-level human fighter
7	Ghost, 5th-level human fighter
7	Triceratops (dinosaur)
7	Vampire, 5th-level human fighter
8	Gorgon
9	Half-fiend, 7th-level human cleric
10	Guardian naga
11	Half-celestial, 9th-level human paladin

CR	Warm Aquatic
1/2	Locathah
1	Manta ray (animal)
1	Octopus (animal)
2	Sahuagin
6	Baleen whale (animal)
7	Elasmosaurus (dinosaur)
8	Giant octopus (animal)

CR	Warm Deserts
1/4	Tiny monstrous scorpion (vermin)
1/2	Small monstrous scorpion (vermin)
1	Camel (animal)
1	Hyena (animal)
1	Medium monstrous scorpion (vermin)
2	Large monstrous scorpion (vermin)
3	Wyrmling brass dragon
4	Very young brass dragon
4	Janni (genie)
5	Basilisk
5	Hieracosphinx
6	Young brass dragon
7	Criosphinx
7	Huge monstrous scorpion (vermin)
8	Juvenile brass dragon
8	Gynosphinx
9	Androsphinx
10	Young adult brass dragon
10	Gargantuan monstrous scorpion (vermin)
12	Adult brass dragon
12	Colossal monstrous scorpion (vermin)
15	Mature adult brass dragon
17	Old brass dragon
19	Very old brass dragon
20	Ancient brass dragon
21	Wyrm brass dragon
23	Great wyrm brass dragon

CR	Warm Forests
1/2	Wild elf
1	Spider swarm
2	Ape (animal)
2	Giant bombardier beetle (vermin)
2	Leopard (animal)
2	Monitor lizard (animal)
2	Constrictor snake (animal)
3	Deinonychus (dinosaur)
3	Dire ape
3	Ettercap
3	Yuan-ti pureblood
4	Tiger (animal)
5	Girallon
5	Weretiger (lycanthrope)
5	Giant constrictor snake (animal)
5	Yuan-ti halfblood
6	Digester
6	Megaraptor (dinosaur)
6	Advanced megaraptor skeleton
7	Yuan-ti abomination
8	Dire tiger
10	Couatl

CR	Warm Hills
1/2	Deep halfling
1/2	Hobgoblin
3	Wyrmling copper dragon
4	Wyvern zombie
5	Very young copper dragon
5	Phase spider
5	Rast
6	Wyvern
7	Young copper dragon
8	Behir
9	Juvenile copper dragon
11	Young adult copper dragon
14	Adult copper dragon
16	Mature adult copper dragon
19	Old copper dragon
20	Very old copper dragon
22	Ancient copper dragon
23	Wyrm copper dragon
25	Great wyrm copper dragon

CR	Warm Marshes
1/2	Stirge
2	Crocodile (animal)
2	Shocker lizard
3	Wyrmling black dragon
4	Giant crocodile (animal)
4	Very young black dragon
5	Young black dragon
5	Manticore
6	Five-headed pyrohydra
7	Juvenile black dragon
7	Six-headed pyrohydra
8	Seven-headed pyrohydra
9	Young adult black dragon
9	Eight-headed pyrohydra
10	Nine-headed pyrohydra
10	Rakshasa
11	Adult black dragon
11	Ten-headed pyrohydra
12	Eleven-headed pyrohydra
13	Twelve-headed pyrohydra
14	Mature adult black dragon
16	Old black dragon
18	Very old black dragon
19	Ancient black dragon
20	Wyrm black dragon
22	Great wyrm black dragon

CR	Warm Mountains
4	Wyrmling red dragon
5	Very young red dragon
7	Young red dragon
8	Young adult red dragon skeleton
9	Roc
10	Juvenile red dragon
10	Fire giant
13	Young adult red dragon
13	Storm giant
15	Adult red dragon
18	Mature adult red dragon
20	Old red dragon
21	Very old red dragon
23	Ancient red dragon
24	Wyrm red dragon
26	Great wyrm red dragon

CR	Warm Plains
1/3	Giant fire beetle (vermin)
1/2	Baboon (animal)
1/2	Halfling
1	Gnoll
1	Mule (animal)
2	Cheetah (animal)
3	Ankheg
3	Lion (animal)
4	Rhinoceros (animal)
5	Dire lion
5	Wyrmling gold dragon
7	Very young gold dragon
7	Elephant (animal)
8	Tyrannosaurus (dinosaur)
9	Young gold dragon
11	Juvenile gold dragon
14	Young adult gold dragon
16	Adult gold dragon
19	Mature adult gold dragon
21	Old gold dragon
22	Very old gold dragon
24	Ancient gold dragon
25	Wyrm gold dragon
27	Great wyrm gold dragon
25	Wyrm gold dragon
27	Great wyrm gold dragon

To create a wilderness encounter table, first decide what you want the average Encounter Level to be. Then look at the relevant list, choosing monsters with Challenge Ratings that fall in a range from (EL – 6) to (EL + 2). Supplement these choices with selections from other sources, such as these:

- The Any Wilderness Environment list, which includes wide-ranging creatures.
- The lists for other climates (adding a few warm forest creatures to your temperate forest, for example).
- Some NPCs relevant to the area (dwarf barbarians in the mountains, perhaps, or elven druids in the forest).

Now build your encounter table line by line. Strive for some EL variety on the table. Just as you wouldn't design a dungeon where every single room is exactly EL 7, you shouldn't create a wilderness table where every entry is EL 7.

If a monster's Challenge Rating is higher than your target EL, the same number, or 1 lower than your target EL, it can go onto the table as a solitary monster. If your target EL is 8, you can build an entry that simply reads "Treant," because treants are CR 8.

For monsters that have a CR significantly lower than your target EL, you'll want the encounter to feature more than one of those creatures. Table 3–1 (page 49) tells you how many monsters you need for an encounter of a given EL. Convert that number to an appropriate die range for the encounter table. For example, if you know you want an encounter with five gargoyles (individually CR 4) to make an EL 8 encounter, you'll add a "2d4 gargoyles" entry to the encounter table, because rolling 2d4 yields an average result of 5.

The organization entries for the creatures in the *Monster Manual* can be a big help. They tell you how likely a monster is to congregate with others of its kind; allips are almost always solitary, for example, so you don't want a "2d6 allips" entry on the encounter table. The organization entries also indicate combinations of monsters that make an effective encounter. Ettins often keep brown bears as pets, so an entry of "Ettin and 1d2 brown bears" would be appropriate.

Once you have every entry for your encounter table ready, you need only assign percentages to the table. You can rigorously adjust the percentages to ensure that the encounter table yields an average EL exactly equal to your target EL, but frankly it isn't necessary. Simply assign larger chances to the lines you know generate encounters close to your target EL, and assign smaller chances to the lines that have EL significantly higher or lower than your target.

URBAN ADVENTURES

Cities are often the places where characters spend time between adventures. But urban areas are themselves rich in many of the elements that make for an exciting adventure: chases through winding streets, duels in the courtyard, and intrigue during the king's banquet. The "cobblestone jungle" of a metropolis can be as dangerous as any dungeon.

At first glance, a city is much like a dungeon, made up of walls, doors, rooms, and corridors. Adventures that take place in cities have two salient differences from their dungeon counterparts, however. Characters have greater access to resources, and they must contend with law enforcement.

Access to Resources: A friendly temple of healers might be just down the street, and a *locate object* scroll can be had on a quick shopping trip. Unlike in dungeons and the wilderness, characters can buy and sell gear quickly in a city. A large city or metropolis probably has high-level NPCs and experts in obscure fields of knowledge who can provide assistance and decipher clues. And when the PCs are battered and bruised, they can retreat to the comfort of a room at the inn.

The freedom to retreat and ready access to the marketplace means that the players have a greater degree of control over the pacing of an urban adventure. They can obtain healing and replenish their resources after every encounter, if they wish. For this reason, you have the freedom to use higher-level encounters against them than you would in a different setting. In a city, you can provide challenges one or two Encounter Levels higher than the PCs would face in a dungeon. And conveniently, cities are full of high-level NPCs that provide those greater challenges.

Law Enforcement: The other key distinctions between adventuring in a city and delving into a dungeon is that a dungeon is, almost by definition, a lawless place where the only law is that of the jungle: Kill or be killed. A city, on the other hand, is held together by a code of laws, many of which are explicitly designed to prevent the sort of behavior that adventurers engage in all the time: killing and looting.

Even so, most cities' laws recognize monsters as a threat to the stability the city relies on, and prohibitions about murder rarely apply to monsters such as aberrations or evil outsiders. Most evil humanoids, however, are typically protected by the same laws

that protect all the citizens of the city. Having an evil alignment is not a crime (except in some severely theocratic cities, perhaps, with the magical power to back up the law); only evil deeds are against the law. Even when adventurers encounter an evildoer in the act of perpetrating some heinous evil upon the populace of the city, the law tends to frown on the sort of vigilante justice that leaves the evildoer dead or otherwise unable to testify at a trial.

The important point to remember about city laws when running a city campaign is to use them to encourage creative thinking and alternative ways of solving problems. If the players stop having fun and long for a return to the dungeon, where they can use their combat might to its fullest potential, it's generally a good idea to cut them some slack where the city laws are concerned, and let them focus on the exciting aspects of adventure in the city. On the other hand, if your players in a city-centered campaign make feat, skill, and spell selections in order to optimize their characters' effectiveness in working within and around the law, then they are approaching the problem creatively and deserve the chance to try out their schemes.

WEAPON AND SPELL RESTRICTIONS

Some cities demand that characters who enter the city bind their weapons into their sheaths with knotted cord to prevent easy access. Other cities may forbid enchantments or divinations such as *detect thoughts* in the bazaar. Different cities have different laws about such issues as carrying weapons in public and restricting spellcasters. When you plan an urban adventure, decide what the relevant laws are.

The most important consideration is to enhance the game with such laws, not interfere with the players' fun. While it might be quite logical for a city to confiscate weapons and material components, such restrictions can really put a damper on player enjoyment of an urban adventure. If you want to increase the challenge of urban life by forcing characters to make do without weapons or spells, that's fine—but be sure that the challenges they face are appropriate to their hindered state. Unless you've accounted for the restrictions in your adventure, it's best if the characters have relatively free access to all their capabilities.

The city's laws may not affect all characters equally. A monk isn't hampered at all by a law about peace-bonding weapons, but a cleric is reduced to a fraction of his power if all holy symbols are confiscated at the city's gates.

At the same time, it's a good idea to let characters who are resourceful or clever enough get around such restrictions—such as the wizard with the Eschew Materials feat who doesn't need material components or the bard with a rapier concealed in the neck of his lute.

URBAN FEATURES

Walls, doors, poor lighting, and uneven footing: In many ways a city is much like a dungeon. Many of the dungeon terrain elements described earlier in this chapter work equally well in the city. Some new considerations for an urban setting are covered below.

Walls and Gates

Many cities are surrounded by walls. A typical small city wall is a fortified stone wall 5 feet thick and 20 feet high. Such a wall is fairly smooth, requiring a DC 30 Climb check to scale. The walls are crenellated on one side to provide a low wall for the guards atop it, and there is just barely room for guards to walk along the top of the wall.

A typical small city wall has AC 3, hardness 8, and 450 hp per 10-foot section.

A typical large city wall is 10 feet thick and 30 feet high, with crenellations on both sides for the guards on top of the wall. It is likewise smooth, requiring a DC 30 Climb check to scale.

Such a wall has AC 3, hardness 8, and 720 hp per 10-foot section.

A typical metropolis wall is 15 feet thick and 40 feet tall. It has crenellations on both sides and often has a tunnel and small rooms running through its interior.

Metropolis walls have AC 3, hardness 8, and 1,170 hp per 10-foot section.

Unlike smaller cities, metropolises often have interior walls as well as surrounding walls—either old walls that the city has outgrown, or walls dividing individual districts from each other. Sometimes these walls are as large and thick as the outer walls, but more often they have the characteristics of a large city's or small city's walls.

Watch Towers: Some city walls are adorned with watch towers set at irregular intervals. Few cities have enough guards to keep someone constantly stationed at every tower, unless the city is expecting attack from outside. The towers provide a superior view of the surrounding countryside as well as a point of defense against invaders.

Watch towers are typically 10 feet higher than the wall they adjoin, and their diameter is 5 times the thickness of the wall. Arrow slits line the outer sides of the upper stories of a tower, and the top is crenellated like the surrounding walls are. In a small tower (25 feet in diameter adjoining a 5-foot-thick wall), a simple ladder typically connect the tower's stories and the roof. In a larger tower, stairs serve that purpose.

Heavy wooden doors, reinforced with iron and bearing good locks (Open Lock DC 30), block entry to a tower, unless the tower is in regular use.

As a rule, the captain of the guard keeps the key to the tower secured on his person, and a second copy is in the city's inner fortress or barracks.

Gates: A typical city gate is a gatehouse with two portcullises and murder holes above the space between them.

In towns and some small cities, the primary entry is through iron double doors set into the city wall.

Gates are usually open during the day and locked or barred at night. Usually, one gate lets in travelers after sunset and is staffed by guards who will open it for someone who seems honest, presents proper papers, or offers a large enough bribe (depending on the city and the guards).

Guards and Soldiers

A city typically has full-time military personnel equal to 1% of its adult population, in addition to militia or conscript soldiers equal to 5% of the population. The full-time soldiers are city guards responsible for maintaining order within the city, similar to the role of modern police, and (to a lesser extent) for defending the city from outside assault. Conscript soldiers are called up to serve in case of an attack on the city.

A typical city guard force works on three eight-hour shifts, with 30% of the force on a day shift (8 A.M. to 4 P.M.), 35% on an evening shift (4 P.M. to 12 A.M.), and 35% on a night shift (12 A.M. to 8 A.M.). At any given time, 80% of the guards on duty are on the streets patrolling, while the remaining 20% are stationed at various posts throughout the city, where they can respond to nearby alarms. At least one such guard post is present within each neighborhood of a city (each neighborhood consisting of several districts).

The majority of a city guard force is made up of warriors, mostly 1st level. Officers include higher-level warriors, fighters, a fair number of clerics, and wizards or sorcerers, as well as multiclass fighter/spellcasters.

Siege Engines

Siege engines are large weapons, temporary structures, or pieces of equipment traditionally used in besieging a castle or fortress.

Catapult, Heavy: A heavy catapult is a massive engine capable of throwing rocks or heavy objects with great force. Because the catapult throws its payload in a high arc, it can hit squares out of its line of sight. To fire a heavy catapult, the crew chief makes a special check against DC 15 using only his base attack bonus, Intelligence modi-

fier, range increment penalty, and the appropriate modifiers from the lower section of Table 3–26. If the check succeeds, the catapult stone hits the square the catapult was aimed at, dealing the indicated damage to any object or character in the square. Characters who succeed on a DC 15 Reflex save take half damage. Once a catapult stone hits a square, subsequent shots hit the same square unless the catapult is reaimed or the wind changes direction or speed.

If a catapult stone misses, roll 1d8 to determine where it lands. This determines the misdirection of the throw, with 1 being back toward the catapult and 2 through 8 counting clockwise around the target square. (See the diagram on page 158 of the *Player's Handbook*.) Then, count 3 squares away from the target square for every range increment of the attack.

Loading a catapult requires a series of full-round actions. It takes a DC 15 Strength check to winch the throwing arm down; most catapults have wheels to allow up to two crew members to use the aid another action, assisting the main winch operator. A DC 15 Profession (siege engineer) check latches the arm into place, and then another DC 15 Profession (siege engineer) check loads the catapult ammunition. It takes four full-round actions to reaim a heavy catapult (multiple crew members can perform these full-round actions in the same round, so it would take a crew of four only 1 round to reaim the catapult).

A heavy catapult takes up a space 15 feet across.

Catapult, Light: This is a smaller, lighter version of the heavy catapult. It functions as the heavy catapult, except that it takes a DC 10 Strength check to winch the arm into place, and only two full-round actions are required to reaim the catapult.

A light catapult takes up a space 10 feet across.

Ballista: A ballista is essentially a Huge heavy crossbow fixed in place. Its size makes it hard for most creatures to aim it, as described under Weapon Size on page 113 of the *Player's Handbook*. Thus, a Medium creature takes a –4 penalty on attack rolls when using a ballista, and a Small creature takes a –6 penalty. It takes a creature smaller than Large two full-round actions to reload the ballista after firing.

A ballista takes up a space 5 feet across.

Ram: This heavy pole is sometimes suspended from a movable scaffold that allows the crew to swing it back and forth against objects. As a full-round action, the character closest to the front of the ram makes an attack roll against the AC of the construction, applying the –4 penalty for lack of proficiency. (It's not possible to be proficient with this device.) In addition to the damage given on Table 3–26, up to nine other characters holding the ram can add their Strength modifier to the ram's damage, if they devote an attack action to doing so. For example, ten gnolls (each Str 15, +2 Str modifier) wielding a ram will deal 3d8+20 points of damage on a successful hit. It takes at least one Huge or larger creature, two Large creatures, four Medium-size creatures, or eight Small creatures to swing a ram. (Tiny or smaller creatures can't use a ram.)

A ram is typically 30 feet long. In a battle, the creatures wielding the ram stand in two adjacent columns of equal length, with the ram between them.

Siege Tower: This device is a massive wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover. The wooden walls are usually 1 foot thick.

A typical siege tower takes up a space 15 feet across. The creatures inside push it at a speed of 10 feet (and a siege tower can't run). The eight creatures pushing on the ground floor have total cover, and those on higher floors get improved cover and can fire through arrow slits.

City Streets

Typical city streets are narrow and twisting. Most streets average 15 to 20 feet wide [(1d4+1)×5 feet)], while alleys range from 10 feet wide to only 5 feet. Cobblestones in good condition allow normal movement, but ones in poor repair and heavily rutted dirt streets are considered light rubble, increasing the DC of Balance and Tumble checks by 2.

Some cities have no larger thoroughfares, particularly cities that gradually grew from small settlements to larger cities. Cities that are planned, or perhaps have suffered a major fire that allowed authorities to construct new roads through formerly inhabited areas, might have a few larger streets through town. These main roads are 25 feet wide—offering room for wagons to pass each other—with 5-foot-wide sidewalks on either side.

Crowds: Urban streets are often full of people going about their daily lives. In most cases, it isn't necessary to put every 1st-level commoner on the map when a fight breaks out on the city's main thoroughfare. Instead just indicate which squares on the map contain crowds. If crowds see something obviously dangerous, they'll move away at 30 feet per round at initiative count 0.

It takes 2 squares of movement to enter a square with crowds. The crowds provide cover for anyone who does so, enabling a Hide check and providing a bonus to Armor Class and on Reflex saves.

Directing Crowds: It takes a DC 15 Diplomacy check or DC 20 Intimidate check to convince a crowd to move in a particular direction, and the crowd must be able to hear or see the character making the attempt. It takes a full-round action to make the Diplomacy check, but only a free action to make the Intimidate check.

If two or more characters are trying to direct a crowd in different directions, they make opposed Diplomacy or Intimidate checks to determine whom the crowd listens to. The crowd ignores everyone if none of the characters' check results beat the DCs given above.

Above and beneath the Streets

Adventurers often chase shadowy figures through the cityscape, and many PCs spend time on the run from the city watch. When a chase leads upward or downward from the city streets, here are some tips to keep things exciting.

Table 3–26: Siege Engines

Item	Cost	Damage	Critical	Range Increment	Typical Crew
Catapult, heavy	800 gp	6d6	—	200 ft. (100 ft. minimum)	4
Catapult, light	550 gp	4d6	—	150 ft. (100 ft. minimum)	2
Ballista	500 gp	3d8	19–20	120 ft.	1
Ram	1,000 gp	3d8*	—	—	10
Siege tower	2,000 gp	—	—	—	20

* See description for special rules.

Catapult Attack Modifiers

Condition	Modifier
No line of sight to target square	–6
Successive shots (crew can see where most recent misses landed)	Cumulative +2 per previous miss (maximum +10)
Successive shots (crew can't see where most recent misses landed, but observer is providing feedback)	Cumulative +1 per previous miss (maximum +5)

Rooftops: Getting to a roof usually requires climbing a wall (see the Walls section, page 59), unless the character can reach a roof by jumping down from a higher window, balcony, or bridge. Flat roofs, common only in warm climates (accumulated snow can cause a flat roof to collapse), are easy to run across. Moving along the peak of a roof requires a DC 20 Balance check. Moving on an angled roof surface without changing altitude (moving parallel to the peak, in other words) requires a DC 15 Balance check. Moving up and down across the peak of a roof requires a DC 10 Balance check.

Eventually a character runs out of roof, requiring a long jump across to the next roof or down to the ground. The distance to the next closest roof is usually 1d3×5 feet horizontally, but the roof across the gap is equally likely to be 5 feet higher, 5 feet lower, or the same height. Use the guidelines on page 77 of the *Player's Handbook* (a horizontal jump's peak height is one-fourth of the horizontal distance) to determine whether a character can make a jump.

Sewers: In the baseline D&D game world, sewers are much more prevalent than they were in real-world medieval times. To get into the sewers, most characters open a grate (a full-round action) and jump down 10 feet. Sewers are built exactly like dungeons, except that they're much more likely to have floors that are slippery or covered with water (treat as a shallow pool, described on page 64). Sewers are also similar to dungeons in terms of creatures liable to be encountered therein (see the dungeon encounter tables earlier in this chapter). Some cities were built atop the ruins of older civilizations, so their sewers sometimes lead to treasures and dangers from a bygone age.

City Buildings

Most city buildings fall into three categories. The majority of buildings in the city are two to five stories high, built side by side to form long rows separated by secondary or main streets. These row houses usually have businesses on the ground floor, with offices or apartments above.

Inns, successful businesses, and large warehouses—as well as millers, tanners, and other businesses that require extra space—are generally large, free-standing buildings with up to five stories.

Finally, small residences, shops, warehouses, or storage sheds are simple, one-story wooden buildings, especially if they're in poorer neighborhoods.

Most city buildings are made of a combination of stone or clay brick (on the lower one or two stories) and timbers (for the upper stories, interior walls, and floors). Roofs are a mixture of boards, thatch, and slates, sealed with pitch.

A typical lower-story wall is 1 foot thick, with AC 3, hardness 8, 90 hp, and a Climb DC of 25.

Upper-story walls are 6 inches thick, with AC 3, hardness 5, 60 hp, and a Climb DC of 21.

Exterior doors on most buildings are good wooden doors (see page 61) that are usually kept locked, except on public buildings such as shops and taverns.

Buying Buildings

Characters might want to buy their own buildings or even construct their own castle. Use the prices in Table 3–27 below directly, or as a guide when you extrapolate costs for more exotic structures.

City Lights

If a city has main thoroughfares, they are lined with lanterns hanging at a height of 7 feet from building awnings. These lanterns are spaced 60 feet apart, so their illumination is all but continuous. Secondary streets and alleys are not lit; it is common for citizens to hire lantern-bearers when going out after dark.

Alleys can be dark places even in daylight, thanks to the shadows of the tall buildings that surround them. A dark alley in daylight is rarely dark enough to afford true concealment, but it can lend a +2 circumstance bonus on Hide checks.

Table 3–27: Buildings

Item	Cost
Simple house	1,000 gp
Grand house	5,000 gp
Mansion	100,000 gp
Tower	50,000 gp
Keep	150,000 gp
Castle	500,000 gp
Huge castle	1,000,000 gp
Moat with bridge	50,000 gp

Simple House: This one- to three-room house is made of wood and has a thatched roof.

Grand House: This four- to ten-room house is made of wood and has a thatched roof.

Mansion: This ten- to twenty-room residence has two or three stories and is made of wood and brick. It has a slate roof.

Tower: This round or square, three-level tower is made of stone.

Keep: This fortified stone building has fifteen to twenty-five rooms.

Castle: A castle is a keep surrounded by a 15-foot stone wall with four towers. The wall is 10 feet thick.

Huge Castle: A huge castle is a particularly large keep with numerous associated buildings (stables, forge, granaries, and so on) and an elaborate 20-foot-high wall that creates bailey and courtyard areas. The wall has six towers and is 10 feet thick.

Moat with Bridge: The moat is 15 feet deep and 30 feet wide. The bridge may be a wooden drawbridge or a permanent stone structure.

URBAN ENCOUNTERS

The random encounter table, a staple of dungeon and wilderness adventuring, functions differently in an urban setting where "encounters" are the norm rather than the exception. Seeing people on the streets of a city is constant and expected, and almost every site in a city has dozens of potential encounters nearby. In the wilderness, it's unusual to encounter another creature, such as a manticore flying overhead or an ankheg erupting from the earth to attack. In contrast, it would be strange to *not* see other people around in an urban setting.

Because cities are by their nature crowded, most urban encounter tables are event-based, not site-based. An encounter in the city means something significant, something worthy of the characters' attention. Seeing merchants hawking their wares in a marketplace district may be interesting, but it is not an encounter.

Each day that characters spend in a city, make an encounter check to determine whether an event occurs that demands their attention. An encounter check is a d20 roll, modified by circumstances as shown on the table below. (Apply one modifier from each section of the table, as applicable.) A result of 20 or higher indicates that an encounter occurs.

If an encounter is indicated, roll on Table 3–28. On this roll, apply the same modifier used to determine if an encounter occurs (a result greater than 20 is possible). Descriptions and definitions of the entries on Table 3–28 follow.

Admirer: A friendly character (usually an NPC with class levels) with a CR equal to 2 less than the party level approaches the characters with a request. He may wish to hire the characters, tell them a rumor he heard, or simply tag along as they explore the city.

Animal: The characters are set upon by animals in some way. This challenge could be anything from thieving monkeys to a rampaging escaped circus bear.

Brawl in Progress: This can be the classic barroom brawl (either in an actual barroom or spilled out onto the street), a battle between rival factions, families, or gangs in the city (think *Romeo and Juliet*), or a fight between city guards and criminals trying to escape. The characters could just be witnesses, they could get hit by stray arrow fire, they could be grabbed and used as cover or hostages by one side, or they could be mistaken for members of one group and attacked by the other.

Urban Encounter Check Modifiers

Circumstance	Modifier
City Size	
Small city	+1
Large city	+2
Metropolis	+3
Characters' Status/Activity	
Characters are unusually anonymous[1]	–2
Characters are unusually famous[2]	+2
Characters are laying low	–2
Characters are looking for action	+2
Characters' Party Level	
1–5	+0
6–10	+1
11–15	+2
16 or higher	+3

1 Use this modifier if the characters are not as famous in this city as other characters of their level would be. Perhaps they're new to the area, or they simply keep their activities quiet. Never apply this modifier to characters of lower than 6th level.

2 Use this modifier if the characters are more widely known in this city than other characters of their level would be. Perhaps they have been publicly recognized for saving the mayor, or their faces are on wanted posters all over town.

Table 3–28: Urban Encounters

d20	Encounter	d20	Encounter
0	Bullies	14	Brawl/street fight/gang war in progress
1	Muggers	15	Robbery in progress
2	Guard harassment	16	Escaped prisoner
3	Pickpockets	17	Monster
4	Spectacle	18	Fire (building, ship, etc.)
5	Found item	19	Construction accident
6	Lost child	20	Spell gone awry
7	Corpse	21	Prominent personage
8	Animal	22	Mistaken identity
9	Overturned/runaway cart	23	Guards need help
10	District-specific encounter	24	Employment offer
11	District-specific encounter	25+	Admirer
12	Contest in progress		
13	Duel/mageduel in progress		

Bullies: These may be ordinary street thugs, but such characters never target those who look tougher than they. Bullies could also be seasoned adventurers who look down on low-level characters. A group of bullies always outnumbers the characters by at least two (+50% is a good rule of thumb), and each bully has a CR equal to 1 less than the party level. For example, a group of four player characters averaging 6th level would be targeted by a group of six bullies, each with a CR of 5 (5th-level adventurers or 6th-level warriors), for an EL 10 encounter. A single 7th-level character might find himself the target of three bullies of CR 6 (6th-level adventurers or 7th-level warriors), which is an EL 9 encounter. To be meaningful, bullies have to be tough; run-of-the-mill thugs are described in the Muggers entry below.

Construction Accident: One or more of the characters are potentially struck by a falling object, fall through unsafe scaffolding, or face a similar mishap. Run this encounter by adapting a trap from the list that begins on page 70.

Contest in Progress: The characters are invited to participate in or judge a contest of some sort. The match could be anything from a foot race to an intellectual test to a drinking competition.

Corpse: The characters find a dead body. The corpse could be the victim of a crime, mishap, or strange circumstance.

District-Specific Encounter: Use an encounter that fits the district of the city in which the characters are currently located. For example, a PC might be confronted with a press gang in the waterfront district or a young foreigner eager to test his diplomatic immunity in the embassy district.

Duel in Progress: The characters witness a duel—either a traditional duel with swords or one involving spellcasters.

Employment Offer: The characters meet someone who offers them work. The job depends on their overall circumstances and on the nature of the employer.

Escaped Prisoner: Someone breaks free from the custody of the watch and flees past the PCs. They can help apprehend the prisoner or help him escape. The prisoner typically has a CR 1d6 lower than the characters' party level.

Fire (building, ship, etc.): Fire is a danger that threatens the whole city. Treat a fire in the city as a forest fire for purposes of how fast it moves (see page 87).

Found Item: The characters find an item of some value: jewelry or a map, for example. They can make use of it, or try to find the rightful owner. Or perhaps the rightful owner will try to find them.

Guard Harassment: The PCs encounter a guard officer who wants to throw his weight around. The characters can use their social skills to defuse the situation, or they can resort to magic or force of arms if the situation degenerates. Guards typically have individual CRs of 1 to 3. Dealing with an abusive guard captain should be treated as an encounter with at least some of the guards in the gatehouse, because they're backing the captain up. The characters successfully overcome this encounter if they end the harassment, no matter how they do so.

Guards Need Help: The characters get a request from someone affiliated with law enforcement in the city. The request could be as simple as a request for some healing or divination magic, or it could be as complex as a plea to solve a series of grisly murders that have the city's detectives baffled.

Lost Child: A parent or other caregiver seeks help from the PCs. The child might be simply lost, or perhaps is the victim of a more sinister fate.

Mistaken Identity: One or more of the PCs are mistaken for someone else—often someone famous or infamous.

Monster: A creature (one appropriate to the terrain surrounding the city) rampages through the city, and its path crosses that of the characters.

Muggers: Some thugs have bitten off more than they can chew when they decide to pick on the characters. There's roughly one mugger for every PC, and each has a CR of 4 to 6 less than the party level.

Runaway Cart: A team of horses pulling a wagon is racing pell-mell through the city streets. The characters must avoid the horses (an overrun attack). If they can stop the wagon, the owner (who is running behind the cart) will be grateful.

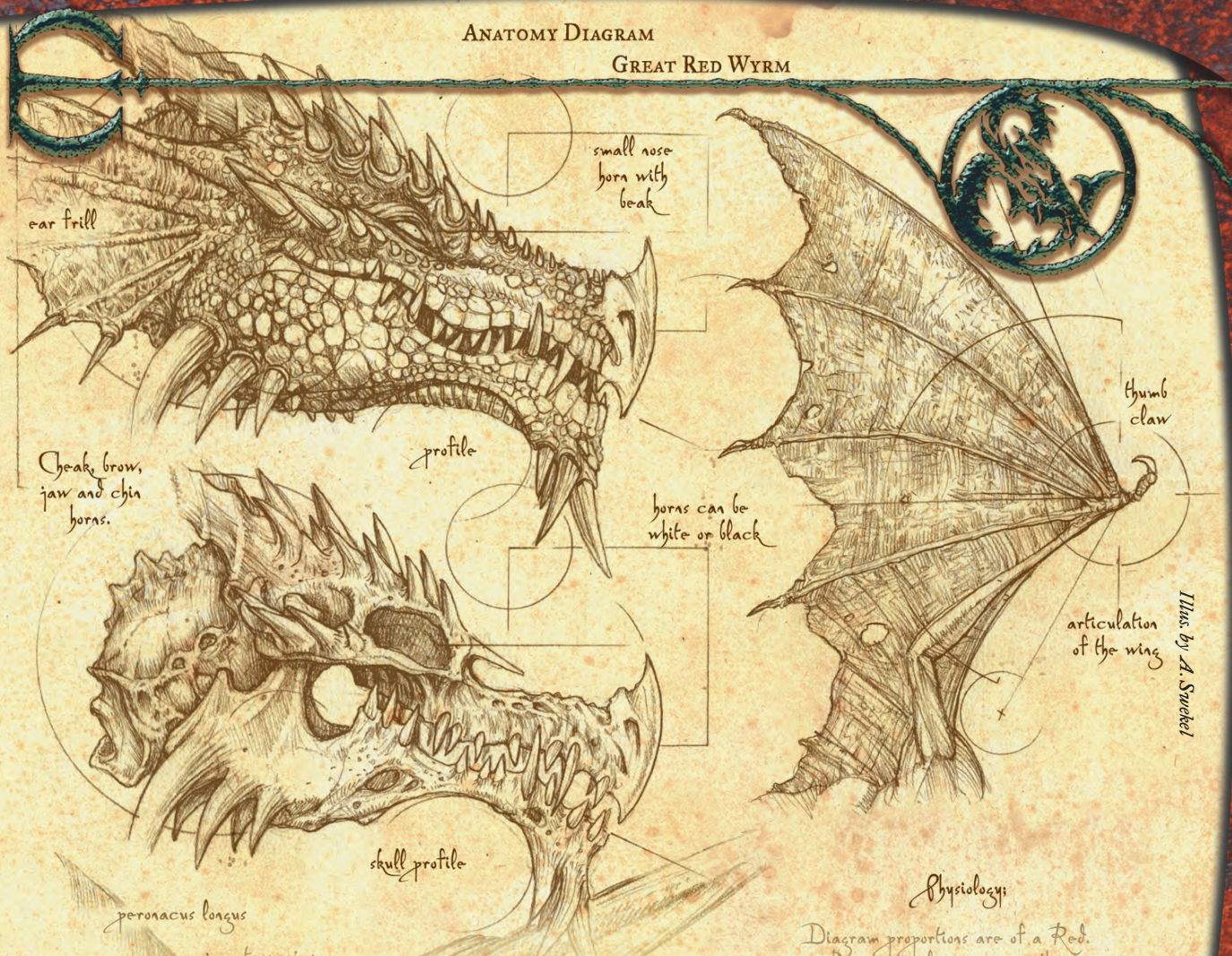
Pickpockets: One or more rogues tries to steal from the PCs. A pickpocket has rogue levels equal to 2 less than the party level and a Sleight of Hand modifier equal to 4 more than the party level.

Prominent Personage: The characters meet an important political, religious, mercantile, or military NPC. Most important NPCs have a retinue or guard of some sort.

Robbery in Progress: Criminals burst out of a nearby shop, eager to cause as much mayhem as possible during their escape. Each of the 1d4+1 robbers has a CR equal to 3 less than the party level. The loot from the robbery is double standard for the CR of the robbers.

Spectacle: The characters witness some unusual form of public entertainment—a talented bard, a street circus, or flashy magic, for example.

Spell Gone Awry: A spellcaster has foolishly experimented with a spell or had a mishap with a scroll. The PCs might have to contend with a rampaging summoned creature, the aftermath of a *fireball* in the marketplace, or a squad of the city guard under a *confusion* effect.



As you run your campaign, you need to portray all sorts of characters. Use the information in this chapter for creating and controlling the NPCs that populate your campaign world.

EVERYONE IN THE WORLD

It's your job to portray everyone in the world who isn't a player character. NPCs run the gamut from the old woman who operates the livery to the foul necromancer out to destroy the kingdom to the dragon in its lair, counting gold. The vast majority of folk don't care about the PCs unless the PCs have reached the point where they are saving the world. Even then, most people probably don't know about them.

Most people and creatures go about their own lives, oblivious to the actions of the PCs and the events in the PCs' adventures. Common people whom they meet in a town won't see them as different from anyone else unless the PCs do something to draw attention to themselves. In short, the rest of the world doesn't know that the PCs are, in fact, player characters. It treats them no differently from anyone else, gives them no special breaks (or special penalties), and gives them no special attention. The PCs have to rely on their own actions. If they are foolish or unruly, they make enemies and earn the distrust of all. If they are wise and kind, they make friends and garner respect—and probably also run afoul of enemies that don't share the PCs' virtues.

ENEMIES

Running the foes of the PCs is one of your main tasks, and one of the most fun. When creating enemies for the PCs, keep the following points in mind.

Fully Rounded Characters: Flesh out enemies. Give thought to why NPCs are doing what they do, why they are where they are, and how they interact with all that's around them. If you don't think of them as just bad guys for the PCs to kill, the players won't either.

Intelligence: Play enemies as smart as they are—no more, no less. Ogres might not be the best strategists, but mind flayers are incredibly intelligent and always have schemes and contingency plans.

Don't Be Afraid to Make Them Evil: Evil is evil. Don't hesitate to make the villains truly vile. Betrayal, devious lies, and hideous acts all make enemies more rewarding to defeat.

Evil Is Not Everywhere: An NPC opponent doesn't have to be evil. Sometimes neutral and even good characters might oppose what the PCs are doing, since not all good people agree on everything. Sometimes it's interesting to face an opponent whom you don't want to kill outright.

Evil Doesn't Always Cooperate: Even if all the PCs' foes are evil, that doesn't mean they all work together. In fact, evil rarely gets along with evil (particularly in the case of chaotic evil creatures), because the goals of one selfish, destructive creature by definition conflict with the goals of other selfish, destructive creatures.

The Prisoner Dilemma: What should the PCs do with enemy prisoners? If an NPC foe surrenders, the characters face a quandary. Do they spare the lives of their evil foes, or put them to the sword? What's the greater wrong, killing something evil or letting it

live to commit more evil acts? In some campaigns or some locales in a campaign world, bounties are paid for living prisoners. The prisoners' friends can also offer ransoms to get them back alive. These two facts can help PCs decide what to do with prisoners, as can some indication from you through other allied NPCs as to what the accepted course of action is for the land the characters are adventuring in. Although you should play the NPCs as appropriately as you can, don't make the PCs face a prisoner dilemma unless you are sure you want to.

Villains

A diabolical sorcerer, an evil high priest, a master assassin, a lich, an ancient red dragon—the possibilities for intelligent villains are endless, and they make for some of the PCs' most memorable and most hated foes. A well-played villain can become a recurring character who is a constant thorn in the side of the PCs.

Here are some pointers for well-played villains.

Use Lackeys: Don't have a major villain confront the PCs himself unless necessary. Eventually, the PCs will want to take the fight to him, but he should use underlings, cohorts, and summoned creatures to challenge the characters whenever possible. Nevertheless, don't deny the PCs the satisfaction of ultimately having the opportunity to defeat him.

Be Sneaky and Resourceful: Use all available options to foil the PCs. A sneaky villain might use *undetectable alignment* or *nondetection* to foil attempts to find him. A *detect scrying* spell or—even better—a *screen* spell can keep scrying from revealing his actions. *Mind blank* foils *detect thoughts*, and *spell resistance* potentially foils most everything. The basic idea to keep in mind is that for every ability the PCs might have, an NPC villain might be able to counter it with the right spell, item, or ability.

Have an Escape Plan: Once the PCs have confronted the villain and foiled his plans, it can be hard for him to get away without preparing beforehand. PCs are notorious for dogging the heels of a villain who tries to escape. Use secret passages, *invisibility, dimension door, teleport, contingency,* and swarms of underlings to aid the villain's escape.

Take Hostages: Put the PCs in a moral dilemma. Are they willing to attack the villain if his servants are prepared to slay on his command a number of townsfolk he captured?

Use Magic: A high-level villain (even a fighter or a rogue) should have a great deal of magic to fall back on, perhaps through the use of spellcasting servants or magic items. The PCs have plenty of magic to bring to bear against the villain, so he should have a fair number of tricks and surprises for them as well.

Fight on the Villain's Terms: A smart villain fights the PCs only when he has to, and only when he's prepared. Preferably, he engages them after they have been weakened by fighting their way through his guardian- and trap-filled lair.

Animals and Other Monsters

Animals, vermin, magical beasts, and other low-intelligence monsters form a special category of NPC. They don't act the way more intelligent creatures do. Instead, they are driven by instinct and need. Hunger and fear, for example, motivate animals. They are occasionally curious, but usually they are looking for food. When setting up encounters with animals other and low-intelligence creatures, remember to develop some sort of ecology. A hundred orcs might all organize themselves together in one area, but a hundred displacer beasts never would unless an intelligent, outside force were compelling them to do so. In a dungeon, for example, predators need something to eat and probably would not lair too close to each other to avoid competition for food. The logical demands of an ecosystem can sometimes make a dungeon difficult to rationalize or to design so that it is at least somewhat believable. An intelligent, organizing force often helps to explain the presence of creatures in numbers or locations contrary to their natural inclination.

Animals and other low-intelligence monsters want to eat, want to be safe, and want to protect their young. They are not thrilled about competition for food, but only the most aggressive attack for no other reason than that. They don't collect treasure, but the possessions of the characters they have slain can be found in their lairs, untouched by the creatures.

These sorts of creatures make great foes for PCs, since few moral issues are raised by slaying a dire wolf or even an umber hulk or a wyvern. Thus, even though humans are a poor choice of prey for most animals in the real world, assume that most predators in the campaign don't mind or even prefer hunting and eating intelligent creatures.

FRIENDS

Not everyone hates the PCs. If the characters are smart, as the campaign progresses they will make as many friends as enemies. Characters who don't oppose the PCs are divided into four types: allies, cohorts, followers, and hirelings. The Leadership feat (see PCs as Leaders, page 106) enables a character to attract cohorts and followers. Allies and hirelings have different relationships with PCs than cohorts and hirelings do.

Allies

Markiov Thenuril is a rugged ranger who patrols the wilderness to the west. Ever since the PCs helped him fight off the gnoll incursion two years ago, he has been willing to provide them with information about his territory whenever they need it. He has introduced them to Viran Rainsong, an elf wizard/bard who gives them great deals on potions and scrolls that he manufactures. Viran's half-brother Ethin traveled with the PCs when they went to the Forgotten Mountain and the Lichlair.

Allies come in two types: those who help the PCs with information, equipment, or a place to stay the night, and those who actually travel with them on adventures. The former make useful contacts and resources. The latter function as party members and earn a full share of experience points and treasure just as any other character does. Essentially, these latter allies are adventurers who just happen not to be controlled by players. They differ from cohorts and hirelings (see below), who work directly for the PCs.

Cohorts

Cohorts are loyal servants who follow a particular character or sometimes a group of characters. (NPC adventurers can have cohorts, too.) They are hired by or seek out a PC or PCs, and they work out a deal agreeable to both parties so that the NPC works for the characters. A cohort serves as a general helper, a bodyguard, a sidekick, or just someone to watch a character's back. Although technically subservient, cohorts are usually too valuable to waste on performing menial tasks.

There are no limitations on the class, race, or gender of a character's cohorts, nor limits to the number of cohorts who can be employed by a character. Mistreated cohorts become disloyal and eventually leave or even seek revenge against their employers. Loyal cohorts become trusted friends and long-time helpers.

So, what's really the difference between allies who come along and use their abilities to face dangers alongside the PCs, and cohorts who do the same thing?

Cohorts are people who take on a subservient role. Cohorts are not leaders. They might voice an opinion now and again, but for the most part, they do as they're told.

Experience Points: Cohorts earn experience points, but not at the same rate as player characters. To determine a cohort's XP award, follow this procedure:

1. Don't include a cohort as a party member when determining the XP awards for individual characters. In a party containing four PCs and one cohort, each PC gets 1/4 of the overall XP award.

2. Divide the cohort's level by the level of the PC with whom he is associated (the character who attracted the cohort).

3. Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total.

For example, a 4th-level cohort associated with a 6th-level PC gains 2/3 as much XP as the character gains.

If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed to attain the next level. This rule is especially significant when the player character loses one or more levels; a cohort's level advancement could be stalled for quite some time until the PC regains his lost levels and gains enough additional XP to be eligible for a higher-level cohort (see the Leadership feat on the following page).

Treasure: Although the PCs can work out other deals, their cohorts usually get only a half share of any treasure the party gains. Sometimes a cohort seeks no pay, only the opportunity to serve alongside the PCs. Such cohorts require only living costs. However, they are not common.

The easiest way to calculate a half share is to treat the cohort as getting a full share, but award him only half, and then divide out the remainder to the group. For instance, if a party of four PCs and one cohort earns 1,000 gp, divide the gold pieces by 5 (which is 200 apiece), but award the cohort only 100, and divide the leftover 100 among the four PCs (25 each).

Followers

Followers are similar to cohorts, except they're generally low-level NPCs. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat. But a clever player can use them as scouts, spies, messengers, errand-runners, or guards.

Followers don't earn experience and thus don't gain levels. However, when a character with the Leadership feat (see page 106) attains a new level, the player consults the table in the feat description to determine if he has acquired more followers, some of which may be higher level than the existing followers. (You don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.)

Followers don't demand a share of treasure, although they depend on the PC they follow to equip them and keep them fed.

Replacing Cohorts and Followers

If a leader loses a cohort or followers, he can generally replace them, according to his current Leadership score. It takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of the cohort or followers, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Leadership score.

Hirelings

When the PCs need to hire someone to perform a task—make items, speak with sages, care for their horses, or help build a castle, hirelings are the NPCs they employ. Characters can use hirelings to carry torches, tote their treasure, and fight for them. Hirelings differ from cohorts in that they have no investment in what's going on. They just do their jobs.

Unlike cohorts, hirelings do not make decisions. They do as they're told (at least in theory). Thus, even if they go on an adventure with the PCs, they gain no experience and do not affect any calculations involving the party level. Like cohorts, hirelings must be treated fairly well, or they will leave and might even turn against their former employers. Some hirelings might require hazard pay (perhaps as high as double normal pay) if placed in particularly dangerous situations. In addition to demanding hazard pay, hirelings placed in great danger might be unfriendly (see Influencing NPC Attitudes, page 72 of the *Player's Handbook*), but characters potentially can influence them to a better attitude and perhaps even talk them out of hazard pay.

Hirelings are helpful to have around, particularly for specific tasks. If the PCs wipe out a nest of wererats but have to leave treasure behind, they can hire porters to come back down with them into the lair to help carry out the goods. An animal tender or two to watch the PCs' horses while they're down in a dungeon can be useful. Mercenary warriors can provide vital additional strength to the party's ability to combat foes.

Middle and high-level PCs should be aware that taking a 1st-level commoner with them on an adventure so that he can carry equipment or fight as a mercenary probably places him at great risk. Hirelings who are expected to fight are best used to deal with foes of their level—goblin warriors, for instance, or an evil cleric's skeleton army.

Table 4–1: Prices for Hireling Services gives an idea of the daily wage that hirelings of various types will expect or demand. The prices on the table are for long-term retention of services; hiring someone for just a day or two might cost two or three times the indicated price.

Also, the prices do not include materials, tools, or weapons the hireling may need to do his job.

Table 4–1: Prices for Hireling Services

Hireling	Per Day	Hireling	Per Day
Alchemist*	1 gp	Mason/craftsperson*	3 sp
Animal tender/groom	15 cp	Mercenary	2 sp
Architect/engineer	5 sp	Mercenary cavalry	4 sp
Barrister	1 gp	Mercenary leader	6 sp
Clerk	4 sp	Porter	1 sp
Cook	1 sp	Sage	2 or more gp
Entertainer/performer	4 sp	Scribe	3 sp
Laborer	1 sp	Smith	4 sp*
Limner	6 sp	Teamster	3 sp
Maid	1 sp	Valet/lackey	2 sp

* If paid to create a specific item, use item prices and working times instead.

The types of hirelings characters might employ (from Table 4–1) are described below.

Alchemist: One who works with chemicals. Also includes apothecaries (those who deal with drugs and medicines).

Animal Tender/Groom: Someone to care for animals. Also includes shepherds, shearers, and swineherds.

Architect/Engineer: A skilled, educated planner, essential for large building projects. Also includes shipwrights.

Barrister: A lawyer.

Clerk: A scribe specializing in accounting. Also includes translators and interpreters.

Cook: Someone who can prepare meals, often for large groups.

Entertainer/Performer: A minstrel, actor, singer, dancer, or poet.

Laborer: Anyone performing unskilled or relatively unskilled labor. Includes ditchdiggers, gravediggers, bloomers (forge workers), plowers, quarriers, and many other kinds.

Limner: A painter. Includes all types of artisans.

Maid: A household servant who cleans.

Mason/Craftsperson: A mason is a stoneworker, but this category also covers carpenters, tanners (leatherworkers), haberdashers, brewers, coopers, cordwainers (shoemakers), bookbinders, fletchers, fullers (feltmakers), bowyers, cobblers, drapers, joiners, parchmentmakers, plasterers, chandlers (candlemakers), dyers, skinners, soapmakers, jewelers, tinkers, vintners, weavers, gemcutters, wheelwrights, cartwrights, horners, mercers, hosiers, and other individuals who perform a craft.

Mercenary: A 1st-level warrior (see the warrior NPC class, page 109).

Mercenary Cavalry: A 1st-level warrior who can ride and fight on horseback.

Mercenary Leader: A 2nd-level warrior. For a mercenary leader of higher level than 2nd, add 3 sp per day per level more than is shown on Table 4–1.

Porter: Someone who carries heavy loads.

Sage: A researcher, a scholar, or a wise, educated person who provides information. You should assign a time period required to research the answer to a question, which may be as short as an hour or as long as a month or more (depending both on the difficulty of the question and the likelihood that the sage knows the answer or can find it quickly). More renowned sages demand higher fees, particularly for difficult areas of research.

Scribe: Someone who can write. Also includes scriveners (manuscript copiers).

Smith: A metalworker. Includes blacksmiths, goldsmiths, silversmiths, coppersmiths, pewterers, minters (coinmakers), latoners (bronzeworkers), braziers (brassworkers), locksmiths, weaponsmiths, and armorers.

Teamster: Cart or wagon driver.

Valet/Lackey: A general servant required to perform many and varied duties.

PCs as Leaders

When PCs gain levels, they also garner reputations. Those who show promise, great power, a path toward success, or perhaps just a friendly demeanor may find that NPCs want to follow them. These NPCs may wish for apprenticeships, employment, or a leader they can look up to.

Attracting Cohorts

A character of 6th level or higher can start attracting cohorts (see page 104) and followers (see page 105) by taking the Leadership feat (see below). Unlike other feats, this one depends heavily on the social setting of the campaign, the actual location of the PC, and the group dynamics. You're free to disallow this feat if it would disrupt the campaign. Be sure to consider the effect of a PC having a cohort. A cohort is effectively another PC in the party under that player's control, one whose share of XP, treasure, and spotlight time is bound to take something away from the other players' characters. If your group is small, cohorts may be a great idea. If it's big enough that a cohort would be a problem, don't let the PCs have cohorts.

A character can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may not be opposed to the leader's alignment on either the law-vs.-chaos or good-vs.-evil axis, and the leader takes a Leadership penalty if he recruits a cohort of an alignment different from his own. The DM determines the details of the cohort. The cohort has gear as an NPC (see Table 4–23: NPC Gear Value, page 127).

Leadership [General]

A character with this feat is the sort of individual others want to follow, and he has done some work attempting to recruit cohorts and followers.

Prerequisites: A character must be at least 6th level to take this feat.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist him. See the table below for what sort of cohort and how many followers the character can recruit.

Leadership Modifiers: Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score:

Leadership Score	Cohort Level	Number of Followers by Level — 1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Leadership Score: A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed below.

Cohort Level: The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. A 6th-level paladin with a +3 Charisma bonus, for example, can still only recruit a cohort of 4th level or lower. The cohort should be equipped with gear appropriate for its level (see Table 4–23: NPC Gear Value, page 127).

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. For example, a character with a Leadership score of 14 can lead up to fifteen 1st-level followers and one 2nd-level follower.

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	–1
Aloofness	–1
Cruelty	–2

Other modifiers may apply when the character tries to attract a cohort:

The Leader . . .	Modifier
Has a familiar, special mount, or animal companion	–2
Recruits a cohort of a different alignment	–1
Caused the death of a cohort	–2*

* Cumulative per cohort killed.

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the following modifiers that apply.

The Leader . . .	Modifier
Has a stronghold, base of operations, guildhouse, or the like	+2
Moves around a lot	–1
Caused the death of other followers	–1

NPC SPELLCASTING

Characters need healing. They need curses removed. They need to be teleported. They need to be raised from the dead. At various points during the campaign, the PCs will need to find NPCs to cast spells for them, either because they don't want to do it themselves or, more often, because a particular spell is beyond them. Refer to page 139 for information on the highest-level spellcaster available in a given community.

Assuming that the PCs can find a caster of the needed level and that she's amenable to helping them out, the NPC charges them 10 gp per spell level × his caster level (or 5 gp × his caster level for a 0-level spell). If he's a cleric, he might require the amount as a donation to his faith. If he's a wizard, he might call the price a "magical research fee." Whatever the case, the higher his caster level, the more he can charge for spells.

If a spell has an expensive material component, the NPC makes his client pay for those expenses in addition to the base cost.

If the spell requires a focus component (other than a divine focus), the NPC makes his client pay 10% of the cost of the focus (even if caster already possesses the item).

Finally, if the spell has an XP component, the NPC charges an additional 5 gp for each experience point he must expend.

NPC CLASSES

The *Player's Handbook* extensively describes adventurers. But what about the rest of the world? Surely not everyone's a fighter, rogue, or wizard. Presented in this section are five classes specifically designed for NPCs. None of them, with the possible exceptions of the expert and the aristocrat, stands up as a playable class for PCs. Instead, they represent the rest of the people in the world around the PCs who don't train to go on adventures and explore dungeons.

Treat these classes as you would any other. Their members get feats every three levels and ability score increases every four levels (see Table 3–2: Experience and Level-Dependent Benefits on page 22 of the *Player's Handbook*). Most NPCs take feats such as Endurance, Skill Focus, Track, and other noncombat-related abilities.

It's possible for NPCs to multiclass, and even to obtain levels in PC classes if you so desire.

The level and class of an NPC give an indication of how well that NPC knows his field. A typical blacksmith might only be a 3rd-level commoner, but the world's greatest blacksmith is probably a 20th-level expert. That 20th-level character is a capable person with great skill, but he can't fight as well as a fighter equal to his level (or even one much lower in level), nor can he cast spells or do the other things that characters with PC class levels can do.

NPCs gain experience points the same way that PCs do. Not being adventurers, however, their opportunities are more limited. Therefore, a commoner is likely to progress in levels very slowly. Most commoners never attain higher than 2nd or 3rd level in their whole lives. A warrior serving as a town guard is more likely to earn XP here and there and thus might gain a few levels, but this experience is still paltry compared to what an adventurer gains. Keep in mind, though, that dangerous areas are more likely to produce higher-level NPCs than peaceful, settled lands. A commoner who must regularly fight off gnolls trying to ransack his farm or burn his crops is likely to be of higher level than one who rarely encounters a challenge of this sort.

These NPC classes should provide enough distinction to create anyone the PCs meet who isn't an adventurer. See Total Characters of Each Class, page 138, for information on how many characters belonging to each of these NPC classes are found in a typical town and their respective levels.

ADEPT

Some tribal societies or less sophisticated regions don't have the resources to train wizards and clerics. Reflecting a lesser knowledge of magic yet an intriguing combination of arcane and divine skills, the adept serves these cultures as both wise woman (or holy man) and mystical defender.

Adepts can be found in isolated human, elf, dwarf, gnome, and halfling communities but are most prevalent among more bestial humanoid and giant species such as orcs, goblins, gnolls, bugbears, and ogres.

Hit Die: d6.

Class Skills

The adept's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis),

Table 4–2: The Adept

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 0	1st	2nd	3rd	4th	5th
1st	+0	+0	+0	+2		3	1	—	—	—	—
2nd	+1	+0	+0	+3	Summon familiar	3	1	—	—	—	—
3rd	+1	+1	+1	+3		3	2	—	—	—	—
4th	+2	+1	+1	+4		3	2	0	—	—	—
5th	+2	+1	+1	+4		3	2	1	—	—	—
6th	+3	+2	+2	+5		3	2	1	—	—	—
7th	+3	+2	+2	+5		3	3	2	—	—	—
8th	+4	+2	+2	+6		3	3	2	0	—	—
9th	+4	+3	+3	+6		3	3	2	1	—	—
10th	+5	+3	+3	+7		3	3	2	1	—	—
11th	+5	+3	+3	+7		3	3	3	2	—	—
12th	+6/+1	+4	+4	+8		3	3	3	2	0	—
13th	+6/+1	+4	+4	+8		3	3	3	2	1	—
14th	+7/+2	+4	+4	+9		3	3	3	2	1	—
15th	+7/+2	+5	+5	+9		3	3	3	3	2	—
16th	+8/+3	+5	+5	+10		3	3	3	3	2	0
17th	+8/+3	+5	+5	+10		3	3	3	3	2	1
18th	+9/+4	+6	+6	+11		3	3	3	3	2	1
19th	+9/+4	+6	+6	+11		3	3	3	3	3	2
20th	+10/+5	+6	+6	+12		3	3	3	3	3	2

Knowledge (all skills taken individually) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the adept NPC class.

Weapon and Armor Proficiency: Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor nor with shields.

Spells: An adept casts divine spells (the same type of spells available to the cleric, druid, paladin, and ranger), which are drawn from the adept spell list (see below). Like a cleric, an adept must choose and prepare his spells in advance. Unlike a cleric, an adept cannot spontaneously cast *cure* or *inflict* spells.

To prepare or cast a spell, an adept must have a Wisdom score equal to at least 10 + the spell level (Wis 10 for 0-level spells, Wis 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against an adept's spell is 10 + the spell level + the adept's Wisdom modifier.

Adepts, unlike wizards, do not acquire their spells from books or scrolls, nor do they prepare them through study. Instead, they meditate or pray for their spells, receiving them as divine inspiration or through their own strength of faith. Each adept must choose a time each day at which he must spend an hour in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether an adept can prepare spells.

Like other spellcasters, an adept can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 4–2: The Adept. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table 1–1: Ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*). When Table 4–2 indicates that the adept gets 0 spells per day of a given spell level (for instance, 0 2nd-level spells for a 4th-level adept), he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

Each adept has a particular holy symbol (as a divine focus) depending on the adept's magical tradition.

Summon Familiar: At 2nd level, an adept can call a familiar, just as a sorcerer or wizard can. See the sidebar on page 52 of the *Player's Handbook* for more information.

Starting Gear

2d4 × 10 gp worth of equipment.

Adept Spell List

Adepts choose their spells from the following list.

0 Level: *create water, cure minor wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic, touch of fatigue.*

1st Level: *bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep.*

2nd Level: *aid, animal trance, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, invisibility, mirror image, resist energy, scorching ray, see invisibility, web.*

3rd Level: *animate dead, bestow curse, contagion, continual flame, cure serious wounds, daylight, deeper darkness, lightning bolt, neutralize poison, remove curse, remove disease, tongues.*

4th Level: *cure critical wounds, minor creation, polymorph, restoration, stoneskin, wall of fire.*

5th Level: *baleful polymorph, break enchantment, commune, heal, major creation, raise dead, true seeing, wall of stone.*

ARISTOCRAT

Aristocrats are usually educated, wealthy individuals who were born into high position. Aristocrats are the wealthy or politically influential people in the world. They are given the freedom to train in the fields of their choice, for the most part, and often travel widely. With access to all the best goods and opportunities, many aristocrats become formidable individuals. Some even go on adventures with fighters, wizards, and members of other classes, although usually such activities are nothing more than a lark.

The aristocrat might work as a PC class, since it has an impressive selection of skills and respectable combat training. Being an aristocrat, however, isn't so much a choice as a position you're born into. An aristocrat cannot be a multiclass character unless his first level is in the aristocrat class. Mostly, you should reserve the aristocrat class for rulers, their families, and their courtiers.

Hit Die: d8.

Table 4–3: The Aristocrat

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Class Skills

The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following is a class feature of the aristocrat NPC class.

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

Starting Gear

6d8 × 10 gp worth of equipment.

COMMONER

The common folk farm the fields, staff the shops, build the homes, and produce the goods in the world around the adventurers. Commoners usually have no desire to live the dangerous life of an

adventurer and none of the skills needed to undertake the challenges adventurers must face. Commoners are skilled in their own vocations and make up the majority of the population.

Commoners make poor adventurers. This class should be reserved for everyone who does not qualify for any other class.

Hit Die: d4.

Table 4–4: The Commoner

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+0
2nd	+1	+0	+0	+0
3rd	+1	+1	+1	+1
4th	+2	+1	+1	+1
5th	+2	+1	+1	+1
6th	+3	+2	+2	+2
7th	+3	+2	+2	+2
8th	+4	+2	+2	+2
9th	+4	+3	+3	+3
10th	+5	+3	+3	+3
11th	+5	+3	+3	+3
12th	+6/+1	+4	+4	+4
13th	+6/+1	+4	+4	+4
14th	+7/+2	+4	+4	+4
15th	+7/+2	+5	+5	+5
16th	+8/+3	+5	+5	+5
17th	+8/+3	+5	+5	+5
18th	+9/+4	+6	+6	+6
19th	+9/+4	+6	+6	+6
20th	+10/+5	+6	+6	+6

Class Skills

The commoner's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following is a class feature of the commoner NPC class.

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon. He is not proficient with any other weapons, nor is he proficient with any type of armor or shields.

Starting Gear

5d4 gp worth of equipment.

EXPERT

Experts operate as craftsfolk and professionals in the world. They normally do not have the inclination or training to be adventurers, but they are capable in their own field. The skilled blacksmith, the astute barrister, the canny merchant, the educated sage, and the master shipwright are all experts.

The expert could make a PC-worthy class choice, but only for those players willing to create a character focused on something other than a traditional adventuring career. Experts have a vast range of skills. Most towns and communities have at least a few experts in various fields. DMs should use the expert class for NPCs such as elite craftsfolk, experienced merchants, seasoned guides, and other highly skilled professionals.

Hit Die: d6.

Class Skills

The expert can choose any ten skills to be class skills. See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Table 4–5: The Expert

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Class Features

The following is a class feature of the expert NPC class.

Weapon and Armor Proficiency: The expert is proficient in the use of all simple weapons and with light armor but not shields.

Starting Gear

3d4 × 10 gp worth of equipment.

WARRIOR

The warrior is a strong, stout combatant without the specialized training and finesse of a fighter, the survival and outdoor skills of the barbarian or ranger, or the sophistication and religious focus of a paladin. The warrior is a straightforward and unsubtle opponent in a fight, but a respectable one.

Warriors are not as good as fighters, and thus PCs should be encouraged to avoid this class in favor of the standard combat-oriented ones given in the *Player's Handbook*. Representing experience in fighting and related areas but not sophisticated training, warriors are common among the humanoids and giants (orcs, ogres, and so forth). You can also use the warrior class for soldiers (although perhaps not for commanders or career soldiers), guards, local thugs, toughs, bullies, and even regular people who have learned to defend their homes with some ability.

Hit Die: d8.

Class Skills

The warrior's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following is a class feature of the warrior NPC class.

Weapon and Armor Proficiency: The warrior is proficient in the use of all simple and martial weapons and all armor and shields.

Starting Gear

3d4 × 10 gp worth of equipment.

Table 4–6: The Warrior

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6/+1	+5	+2	+2
7th	+7/+2	+5	+2	+2
8th	+8/+3	+6	+2	+2
9th	+9/+4	+6	+3	+3
10th	+10/+5	+7	+3	+3
11th	+11/+6/+1	+7	+3	+3
12th	+12/+7/+2	+8	+4	+4
13th	+13/+8/+3	+8	+4	+4
14th	+14/+9/+4	+9	+4	+4
15th	+15/+10/+5	+9	+5	+5
16th	+16/+11/+6/+1	+10	+5	+5
17th	+17/+12/+7/+2	+10	+5	+5
18th	+18/+13/+8/+3	+11	+6	+6
19th	+19/+14/+9/+4	+11	+6	+6
20th	+20/+15/+10/+5	+12	+6	+6

NPC STATISTICS

This section provides a set of baseline statistics for NPCs of every standard class at levels 1st through 20th, with rules for how to adjust those statistics for various races and kinds of monster. Starting with just an NPC's level (or Challenge Rating, which is usually the same thing), you can generate an NPC randomly, or you can put the pieces of the character together as you see fit. The rules cover every kind of character from a typical dwarf fighter to a half-fiend minotaur sorcerer.

These statistics give you basic characters with a minimum amount of work. If you want to put more effort into handcrafting NPCs, you can use these statistics as a place to start.

To create an NPC, you can select options from the following tables, or you can put a character together from scratch.

TABLE-BASED NPCS

The tables in this section are intended to help you create an NPC when planning an adventure. They give the bare bones and suggest basic equipment, leaving the rest to your design. To create an NPC from these tables, follow these steps.

1. Decide the NPC's class and level, and what race or kind of monster the NPC is.

2. Find the class and level on the NPC tables (Table 4–12 to Table 4–22).

3. Modify the statistics given there by the race or kind information from Adjustments by Race or Kind, page 126.

4. Equip the NPC with the basic gear given on the table and purchase additional equipment up to the total gp amount allowed for that character level. If you prefer, adjust the basic gear to suit your character concept.

Random Class, Level, and Race or Kind

To randomly generate an NPC's class, level, and race or kind of monster, start with the NPC's level (or Challenge Rating, which is usually the same thing). Then determine the following information randomly.

1. Roll the NPC's alignment on Table 4–7: Random NPC Alignment.

2. Roll class randomly on Table 4–8: Random NPC Class.

3. Roll the race or kind randomly on the appropriate column on Table 4–9: Good NPC Race or Kind, 4–10: Neutral NPC Race or Kind, or 4–11: Evil NPC Race or Kind.

Table 4–7: Random NPC Alignment

d%	Alignment
01–20	Good (LG, NG, or CG)
21–50	Neutral (LN, N, or CN)
51–100	Evil (LE, NE, or CE)

Table 4–8: Random NPC Class

Good	Neutral	Evil	Class
01–05	01–05	01–10	Barbarian
06–10	06–10	11–15	Bard
11–30	11–15	16–35	Cleric
31–35	16–25	36–40	Druid
36–45	26–45	41–50	Fighter
46–50	46–50	51–55	Monk
51–55	—	—	Paladin
56–65	51–55	56–60	Ranger
66–75	56–75	61–80	Rogue
76–80	76–80	81–85	Sorcerer
81–100	81–100	86–100	Wizard

HANDCRAFTED NPC

To create an NPC from scratch, simply use the information from the *Player's Handbook*, the *Monster Manual*, and the earlier parts of this chapter.

The one additional piece of information you need is the value of an NPC's gear. See Table 4–23: NPC Gear Value to find the total value of the NPC's equipment. Select equipment whose total value is this amount or less and let the balance be cash on hand. You can use the other tables as guidelines and shortcuts.

If the NPC's gear includes a magic item with charges, consider the item's value to be one-half its full market price, and roll randomly for the number of charges it has just as you normally do for a random magic item. (If the item is one of the few with value beyond its charges, however, halve only the part of its value that's based on its charges. Use your discretion.)

When selecting gear for a spellcaster, count magic items that he can make herself as 70% as expensive as normal. This rule effectively treats the XP cost as an extra gold piece cost. If the item is charged, then count it as half normal value (a net 35%) and determine charges left randomly.

PREGENERATED NPCS

If you're in a hurry, and you don't have the time to create an appropriate NPC, you can use one of the pregenerated NPCs that accompany Tables 4–12 through 4–22. For each character class, one or two samples are presented at different levels of advancement. You might have to adjust some of these character's statistics "on the fly" to account for a different kind of creature or a different character level.

COMBINATION METHOD

Of course, you can combine these methods, using the material here as a starting point and then making different choices for your NPC: different skills, different feats, different gear, even different classes (for a multiclass character).

ELITE AND AVERAGE CHARACTERS

All PCs and all the NPCs described in this section are "elite," a cut above the average. Elite characters (whether they are PCs or not) have above-average ability scores and automatically get maximum hit points from their first Hit Die. Average characters, on the other hand, have average abilities (rolled on 3d6) and don't get maximum hit points from their first Hit Die. The monsters described in the *Monster Manual* are average characters rather than elite ones (though elite monsters also exist). Likewise, some fighters, wizards, and so on are average people rather than elites; they have fewer hit points and lower ability scores than the NPCs described here.

Table 4–9: Good NPC Race or Kind

Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Race/Kind	Level[2]
—	01	01	—	—	01–02	01–10	—	—	01–02	01	Aasimar (planetouched)	Normal
—	—	02	—	01–03	—	—	—	—	03	—	Dwarf, deep	Normal
01–02	02–06	03–22	—	04–33	03	11–20	01–05	01–05	04–05	02	Dwarf, hill	Normal
—	—	23–24	—	34–41	—	21	—	06	06	—	Dwarf, mountain	Normal
—	07–11	25	01	42	—	—	—	—	07–08	03–07	Elf, gray	Normal
—	12–36	26–35	02–11	43–47	04–13	—	06–20	07–19	09–11	08–41	Elf, high	Normal
03–32	37	36–40	12–21	—	—	—	21	—	12–36	—	Elf, wild	Normal
33–34	38	41	22–31	—	—	—	22–36	—	37	42	Elf, wood	Normal
—	39	42	32–36	—	—	—	37–41	20	38	43	Gnome, forest	Normal
—	40–44	43–51	37	48	—	22	42	21–25	39–40	44–48	Gnome, rock	Normal
35	45–53	52–56	38–46	49–50	14–18	23–27	43–57	26–35	41–45	49–58	Half-elf	Normal
36	54	57–66	47	51	19	28	58	36–60	46–54	59–63	Halfling, lightfoot	Normal
—	55	67	—	52	20	29	—	61–66	55	64	Halfling, deep	Normal
—	56	68–69	48	—	—	—	59	67–72	56	65–67	Halfling, tallfellow	Normal
37–61	57	70	49	53–57	21–25	30	60–64	73–77	57–58	68	Half-orc	Normal
62–98	58–97	71–95	50–99	58–97	26–97	31–97	65–97	78–96	59–95	69–96	Human	Normal
—	98	96	—	—	—	—	—	97	96	97	Gnome, svirfneblin	–1
99	99	97–98	100	98	98	98	98	98	97	98	Half-celestial[1]	–1
100	100	99	—	99	99	99	99	99	98–99	99	Half-dragon[1]	–2
—	—	100	—	100	100	100	100	100	100	100	Werebear (lycanthrope)[1]	–2

1 Reroll to determine the NPC's base race or kind. (On the reroll, ignore rolls marked with a 1.)
2 If the creature is exceptionally powerful, reduce its class level to balance. If its class level is 0 or lower, reroll.

READING THE NPC DESCRIPTIONS

The NPC descriptions that follow summarize a lot of information about the NPCs they describe. Below are details about each category of information.

Starting Ability Scores: All these NPCs have starting ability scores that were determined by using the elite array (15, 14, 13, 12, 10, 8) and arranging the numbers to the character's best advantage. (See page 169 for more about the elite array and other alternative methods of determining ability scores.)

Increased Ability Scores: Some of the NPC's ability scores increase at higher levels, either because the character attains a level where an ability score increase is gained or because the character gains possession of a magic item that improves a score. Magically enhanced ability scores are in parentheses.

Melee and **Ranged:** Each NPC is equipped with a melee weapon and a ranged weapon (the monk has an unarmed attack listing as well). These columns on the table provide the NPC's total attack bonuses due to class and level. The Ranged figure does not include any bonus from ammunition that might also apply.

F/R/W: The class's level-based bonuses on Fortitude, Reflex, and Will saves.

Skill Pts./Feats: The numbers of skill points and feats an NPC has are calculated assuming a nonhuman character; for a human, add skill points and bonus feats as appropriate. The number of total feats includes any bonus feats granted by the class.

Spells: The number of spells of each level a spellcaster has is given in order of level, from lowest to highest. Thus, "6/7/4" for a 4th-level sorcerer means six 0-level spells, seven 1st-level spells, and four 2nd-level spells.

Gear: This column lists the basic armor, generic melee and ranged weapons (mundane, masterwork, or magical), and common types of magic equipment each NPC has. You can pick any simple or martial weapon of an appropriate kind (but not an exotic weapon). If the ranged weapon you choose is a composite

Table 4–10: Neutral NPC Race or Kind

Bbn	Brd	Clr	Drd	Ftr	Mnk	Rgr	Rog	Sor	Wiz	Race/Kind	Level[2]
01	01	01–15	—	01–10	—	—	01	—	—	Dwarf, deep	Normal
02	02–03	16–25	—	11–29	—	01	02–04	01	—	Dwarf, hill	Normal
—	—	26	—	30–34	—	—	—	—	—	Dwarf, mountain	Normal
—	04–05	—	01	—	—	—	—	—	01	Elf, gray	Normal
—	06–15	27	02–06	35	01–02	02–06	05–08	02	02–26	Elf, high	Normal
03–13	16	28	07–11	—	—	07	—	03–12	—	Elf, wild	Normal
14	17–21	29–38	12–31	36–41	03	08–36	09	13–15	27–28	Elf, wood	Normal
—	—	—	32	—	—	37	—	—	—	Gnome, forest	Normal
—	22–23	39	—	—	—	38	10	16	29	Gnome, rock	Normal
15–16	24–33	40–48	33–37	42–46	04–13	39–55	11–25	17–31	30–44	Half-elf	Normal
17–18	34–36	49–58	38	47	14	56	26–53	32–41	45–47	Halfling, lightfoot	Normal
19	37	59	—	48	15	—	54–58	42	—	Halfling, deep	Normal
—	38	60	39	—	—	57	59–63	43	48–49	Halfling, tallfellow	Normal
20–58	39–40	61–62	40	49–58	16–25	58–67	64–73	44–48	50	Half-orc	Normal
59–87	41–98	63–90	41–88	59–96	26–100	68–96	74–97	49–95	51–97	Human	Normal
88–98	—	91–97	89–98	97	—	97–98	—	96–97	—	Lizardfolk	Normal
—	—	—	—	—	—	—	—	—	—	Gnome, svirfneblin	–1
—	—	98	—	98	—	—	98	98	98	Doppelganger	–3
99	99	99	99	99	—	99	99	99	99	Wereboar (lycanthrope)[1]	–1
100	100	100	100	100	—	100	100	100	100	Weretiger (lycanthrope)[1]	–1

1 Reroll to determine the NPC's base race or kind. (On the reroll, ignore rolls marked with a 1.)
2 If the creature is exceptionally powerful, reduce its class level to balance. If its class level is 0 or lower, reroll.

Table 4–11: Evil NPC Race or Kind

Bbn	Brd	Clr	Drd	Ftr	Mnk	Rgr	Rog	Sor	Wiz	Race/Kind	Level[2]
—	—	01–02	—	01–02	—	—	01	—	—	Dwarf, deep	Normal
—	—	03	—	03–04	—	—	—	—	—	Dwarf, hill	Normal
—	01	04	—	05	—	01	02	—	01–10	Elf, high	Normal
01	—	05	—	—	—	—	—	01	—	Elf, wild	Normal
02–03	02	06–08	01–02	06–07	—	02–11	03	—	11	Elf, wood	Normal
04	03–17	09–18	03	08–12	01–10	12–28	04–18	02–16	12–26	Half-elf	Normal
05	18	19–20	—	13	—	29	19–38	17–21	27	Halfling, lightfoot	Normal
06	19	21	—	14	—	—	39	22	—	Halfling, deep	Normal
—	20	22	04	—	—	30	40	23	28	Halfling, tallfellow	Normal
07–29	21–22	23–25	05–06	15–23	11–20	31–39	41–50	24–28	—	Half-orc	Normal
30–39	23–97	26–56	07–56	24–53	21–90	40–69	51–70	29–68	29–78	Human	Normal
40–44	—	57–63	57–71	54	—	70–71	—	69	—	Lizardfolk	Normal
45	98	64	72	55	—	—	71–85	70	—	Goblin	Normal
46	—	65	73	56–80	91–93	72	86	71	79–80	Hobgoblin	Normal
47	—	66	74	81	—	—	87	72–86	—	Kobold	Normal
48–77	—	67	75	82–86	—	—	—	—	—	Orc	Normal
78	99	68	—	—	94	—	88–89	—	81	Tiefling (planetouched)	Normal
—	—	69–71	—	87	—	—	—	—	—	Drow (elf) [female]	–1
—	—	—	—	88	—	—	—	—	82–91	Drow (elf) [male]	–1
—	—	72	—	89	—	—	—	—	—	Dwarf, duergar	–1
—	—	—	—	90	—	—	—	—	—	Derro	–1
79–83	—	73–74	76–100	91	—	73–92	—	87	92	Gnoll	–1
84	—	75–89	—	92	—	93	—	88–90	—	Troglodyte	–1
85–86	—	90–91	—	93	—	94	90–93	91	93	Bugbear	–2
87–90	—	92	—	94	—	95	—	92	—	Ogre	–2
91–94	—	93	—	—	—	—	—	93	—	Minotaur	–4
—	—	94	—	95	—	—	94	94	94	Mind flayer	–8
—	—	95	—	96	95–96	—	—	95	95–96	Ogre mage	–8
—	—	96	—	97	97–98	96	95–96	96	97	Wererat (lycanthrope)[1]	–1
95–96	100	97	—	98	—	97–98	97	97	98	Werewolf (lycanthrope)[1]	–1
97–98	—	98–99	—	99	99	99	98–99	98	99	Half-fiend[1]	–2
99–100	—	100	—	100	100	100	100	99–100	100	Half-dragon[1]	–2

1 Reroll to determine the NPC's base race or kind. (On the reroll, ignore rolls marked with a 1.)
2 If the creature is exceptionally powerful, reduce its class level to balance. If its class level is 0 or lower, reroll.

bow, that bow does not have a high strength rating (see Composite Longbow, page 119 of the *Player's Handbook*). For brevity in this column, "mwk" is an abbreviation for "masterwork," and the terms "melee" and "ranged" should be read as "melee weapon" and "ranged weapon." Also, the name of a specific magic item is shortened to a single word in all references after the first one; for instance, *ring of protection* becomes *ring*.

The wealth possessed by an NPC in excess of his gear's value is indicated at the end of this entry and can be used to purchase additional equipment as desired. The expense of outfitting a character with an exotic weapon or with a ranged weapon that has a high strength rating should come out of this excess wealth. These balances are rounded to the nearest 50 gp for neatness; it's okay to exceed them by a few gp.

Spells Known per Level: For bards and sorcerers, an additional table gives the number of spells known at each level from 1st through 20th.

NPC Barbarian

Starting Ability Scores: Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Increased Ability Scores: 4th, Str 16; 8th, Con 14; 12th, Str 17; 16th, Str 18; 17th, Str 18 (20); 19th, Str 18 (24), Dex 14 (16); 20th, Str 19 (25).

Sample 5th-Level NPC Barbarian: Half-orc Bbn 5; CR 5; Medium humanoid (orc); HD 5d12+5; hp 43; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 18; Base Atk +5; Grp +9; Atk +11 melee (1d12+6/×3, masterwork greataxe) or +7 ranged (1d8+4/×3, composite longbow [+4 Str bonus]); Full Atk +11 melee (1d12+6/×3, masterwork greataxe) or +7 ranged (1d8+4/×3, composite longbow [+4 Str bonus]); SA —; SQ darkvision 60 ft., improved uncanny dodge, rage 2/day, trap sense +1, uncanny dodge; AL CE; SV Fort +5, Ref +3, Will +2; Str 18, Dex 14, Con 13, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +7, Jump +7, Listen +7, Survival +7; Dodge, Weapon Focus (greataxe).

Improved Uncanny Dodge (Ex): This barbarian cannot be flanked except by a rogue of at least four levels higher than the barbarian.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 6 rounds.

Trap Sense (Ex): This barbarian has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): This barbarian can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: +1 breastplate, masterwork greataxe, composite longbow (+4 Str bonus), 20 arrows, 5 cold iron arrows, 5 silvered arrows, *2 potions of cure moderate wounds, potion of lesser restoration, potion of neutralize poison,* 3 flasks alchemist's fire, climber's kit, dagger.

Sample 10th-Level NPC Barbarian: Half-orc Bbn 10; CR 10; Medium humanoid (orc); HD 10d12+30; hp 90; Init +2; Spd 40 ft.; AC 18, touch 12, flat-footed 18; Base Atk +10; Grp +14; Atk +16 melee (1d12+7/19–20/×3, *+1 greataxe*) or +13 ranged (1d8+5/×3, *+1 composite longbow* [+4 Str bonus]); Full Atk +16/+11 melee (1d12+7/19–20/×3, *+1 greataxe*) or +13/+8 ranged (1d8+5/×3, *+1 composite longbow* [+4 Str bonus]); SA —; SQ darkvision 60 ft.,

Table 4–12: NPC Barbarian

Level	hp	AC	Melee	Ranged	F/R/W	Skill Pts./ Feats	Gear
1st	13	16	+4	+3	+3/+2/+1	16/1	Mwk scale, mwk melee, mundane ranged, 200 gp
2nd	20	17	+5	+5	+4/+2/+1	20/1	Mwk breastplate, mwk melee, mundane ranged, 1,200 gp
3rd	28	17	+6	+6	+4/+3/+2	24/2	As 2nd level, except 1,700 gp
4th	35	17	+8	+7	+5/+3/+2	28/2	As 2nd level, except 2,500 gp
5th	43	18	+9	+8	+5/+3/+2	32/2	*+1 breastplate,* mwk melee, mundane ranged, 2,500 gp
6th	50	18	+10/5	+9/4	+6/+4/+3	36/3	As 5th level, except 3,800 gp
7th	58	18	+11/6	+10/5	+6/+4/+3	40/3	*+1 breastplate, +1 melee,* mundane ranged, 3,500 gp
8th	73	19	+12/7	+11/6	+8/+4/+3	44/3	*+1 breastplate, amulet of natural armor +1, +1 melee,* mundane ranged, 3,500 gp
9th	81	20	+13/8	+12/7	+8/+5/+4	48/4	*+2 breastplate, amulet +1, +1 melee,* mundane ranged, 6,000 gp
10th	90	20	+14/9	+14/9	+9/+5/+4	52/4	*+2 breastplate, amulet +1, +1 melee, +1 ranged,* 1,000 gp
11th	98	21	+15/10/5	+15/10/5	+9/+5/+4	56/4	*+3 breastplate, amulet +1, +1 melee, +1 ranged,* 1,000 gp
12th	107	22	+16/11/6	+16/11/6	+10/+6/+5	60/5	*+3 breastplate, amulet +2, +1 melee, +1 ranged,* 1,000 gp
13th	115	24	+17/12/7	+17/12/7	+10/+6/+5	64/5	As 12th level, except 9,000 gp
14th	124	24	+19/14/9	+18/13/8	+11/+6/+5	68/5	*+3 breastplate, amulet +2, ring of protection +2, +2 melee, +1 ranged,* 11,000 gp
15th	132	24	+21/16/11	+19/14/9	+11/+7/+6	72/6	*+3 breastplate, amulet +2, ring +2, +3 melee, +1 ranged,* 14,000 gp
16th	141	24	+24/19/14/9	+21/16/11/6	+12/+7/+6	76/6	*+3 breastplate, amulet +2, ring +2, +4 melee, +2 ranged,* 25,000 gp
17th	149	26	+26/21/16/11	+22/17/12/7	+12/+7/+6	80/6	*+4 breastplate, amulet +3, ring +2, +4 melee, +2 ranged, gauntlets of ogre power +2,* 3,000 gp
18th	158	28	+27/22/17/12	+24/19/14/9	+13/+7/+6	84/7	*+5 breastplate, amulet +3, ring +3, +4 melee, +3 ranged, gauntlets +2,* 17,000 gp
19th	166	29	+30/25/20/15	+26/21/16/11	+13/+8/+6	88/7	*+5 breastplate, amulet +3, ring +3, +4 melee, +3 ranged, belt of giant strength +6, gloves of Dexterity +2,* 16,000 gp
20th	175	29	+31/26/21/16	+27/22/17/12	+14/+9/+7	92/7	As 19th level, except 66,000 gp

damage reduction 2/–, improved uncanny dodge, rage 3/day, trap sense +3, uncanny dodge; AL CE; SV Fort +9, Ref +5, Will +4; Str 18, Dex 14, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +11, Jump +10, Listen +7, Survival +8; Dodge, Improved Critical (greataxe), Power Attack, Weapon Focus (greataxe).

Improved Uncanny Dodge (Ex): This barbarian cannot be flanked except by a rogue of at least four levels higher than the barbarian.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 7 rounds.

Trap Sense (Ex): This barbarian has an intuitive sense that alerts him to danger from traps, granting a +3 bonus on Reflex saves and a +3 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): This barbarian can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: +2 breastplate, amulet of natural armor +1, +1 greataxe, +1 composite longbow (+4 Str bonus), 20 arrows, 5 silvered arrows, 2 *potions of cure moderate wounds,* climber's kit, dagger.

NPC Bard

Starting Ability Scores: Str 10, Dex 13, Con 12, Int 14, Wis 8, Cha 15.

Increased Ability Scores: 4th, Cha 16; 8th, Cha 17 (19); 12th, Cha 18 (20); 16th, Cha 19 (21); 17th, Cha 19 (23); 18th, Cha 19 (25); 20th, Cha 20 (26).

Sample 15th-Level NPC Bard: Human Brd 15; CR 15; Medium humanoid; HD 15d6+15; hp 70; Init +5; Spd 30 ft.; AC 19, touch 14, flat-footed 18; Base Atk +11; Grp +11; Atk +14 melee (1d8+2/19–20, +2 *longsword*) or +13 ranged (1d8/19–20, masterwork light crossbow); Full Atk +14/+9/+4 melee (1d8+2/19–20, +2 *longsword*) or +13 ranged (1d8/19–20, masterwork light crossbow); SA —; SQ bardic knowledge 17, bardic music 15/day (countersong, *fascinate,* inspire courage, inspire competence, *suggestion,* inspire greatness, song of freedom, or inspire heroics); AL NE; SV Fort +6, Ref +10, Will +8; Str 10, Dex 13, Con 12, Int 14, Wis 8, Cha 20.

Skills and Feats: Balance +3, Bluff +23, Decipher Script +20, Diplomacy +30, Gather Information +23, Intimidate +7, Jump +2, Perform +26, Sense Motive +17, Spellcraft +23, Tumble +19, Use Magic Device +5; Dodge, Improved Initiative, Mobility, Skill Focus (Diplomacy), Skill Focus (Perform), Skill Focus (Spellcraft), Weapon Focus (longsword).

Countersong (Su): This bard can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of the bard who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his saving throw if desired. Countersong lasts for 10 rounds.

Fascinate (Sp): This bard can cause up to five creatures within 90 feet that can see and hear him to become *fascinated* with him (sit quietly, –4 penalty on skill checks made as reactions, such as Listen and Spot checks). The bard's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 15 rounds.

Inspire Competence (Su): An ally within 30 feet who can see and hear this bard gets a +2 competence bonus on skill checks with a particular skill for as long as he can hear the music. Inspire confidence lasts for up to 20 rounds.

Inspire Courage (Su): Allies (including the bard) who can hear this bard receive a +3 morale bonus on saves against charm and fear effects and a +3 morale bonus on attack and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear the bard.

Inspire Greatness (Su): After hearing this bard sing for a full round, up to three creatures within 30 feet (including the bard, if desired) gain +2 Hit Dice (d10s that grant temporary hit points), a +2 competence bonus on attacks, and a +1 competence bonus on Fortitude saves. The effect lasts until 5 rounds after the creature can no longer hear the bard.

Table 4–13: NPC Bard

Level	hp	AC	Melee	Ranged	F/R/W	Skill Pts./ Feats	Spells per Day	Gear
1st	7	14	+1	+2	+1/+3/+1	24/1	2	Mwk studded leather*, mwk melee, mwk ranged
2nd	11	14	+2	+3	+1/+4/+2	30/1	3/1	As 1st level, plus 1,000 gp
3rd	16	14	+3	+4	+2/+4/+2	36/2	3/2	As 1st level, plus 1,500 gp
4th	20	14	+4	+5	+2/+5/+3	42/2	3/3/1	As 1st level, plus 2,300 gp
5th	25	15	+4	+5	+2/+5/+3	48/2	3/4/2	Mwk studded leather, *amulet of natural armor +1*, mwk melee, mwk ranged, 1,400 gp
6th	29	15	+5	+6	+3/+6/+4	54/3	3/4/3	As 5th level, except 2,500 gp
7th	34	15	+6	+7	+3/+6/+4	60/3	3/4/3/1	As 5th level, except 4,000 gp
8th	38	15	+7/2	+8/3	+3/+7/+5	66/3	3/4/4/2	Mwk studded leather, *amulet +1*, mwk melee, mwk ranged, *cloak of Charisma +2*, 2,500 gp
9th	43	15	+7/2	+8/3	+4/+7/+5	72/4	3/4/4/3	As 8th level, except 5,000 gp
10th	47	15	+8/3	+9/4	+4/+8/+6	78/4	3/4/4/3/1	*amulet +2*, *bracers of armor +2*, mwk melee, mwk ranged, *cloak +2*
11th	52	16	+9/4	+10/5	+4/+8/+6	84/4	3/4/4/4/2	*amulet +2*, *bracers +3*, mwk melee, mwk ranged, *cloak +2*
12th	56	17	+10/5	+11/6	+5/+9/+7	90/5	3/5/4/4/3	*amulet +2*, *bracers +3*, *ring of protection +1*, *+1 melee*, mwk ranged, *cloak +2*, 1,400 gp
13th	61	18	+10/5	+11/6	+5/+9/+7	96/5	3/5/4/4/3/1	*amulet +2*, *bracers +3*, *ring +2*, *+1 melee*, mwk ranged, *cloak +2*, 3,500 gp
14th	65	19	+12/7	+12/7	+5/+10/+8	102/5	4/5/4/4/4/2	*amulet +2*, *bracers +3*, *ring +3*, *+2 melee*, mwk ranged, *cloak +2*, 2,500 gp
15th	70	19	+13/8/3	+13/8/3	+6/+10/+8	108/6	4/6/4/4/4/3	As 14th level, except 16,500 gp
16th	74	20	+14/9/4	+14/9/4	+6/+11/+9	114/6	4/6/5/4/4/3	*amulet +2*, *bracers +4*, *ring +3*, *+2 melee*, mwk ranged, *cloak +2*, 28,500 gp
17th	79	22	+14/9/4	+14/9/4	+6/+11/+9	120/6	4/6/6/5/4/4/2	*amulet +3*, *bracers +5*, *ring +3*, *+2 melee*, mwk ranged, *cloak +4*, 20,000 gp
18th	83	23	+15/10/5	+15/10/5	+7/+12/+10	126/7	4/6/6/6/5/4/3	*amulet +4*, *bracers +5*, *ring +3*, *+2 melee*, mwk ranged, *cloak +6*, 22,000 gp
19th	88	23	+16/11/6	+16/11/6	+7/+12/+10	132/7	4/6/6/6/5/5/4	As 18th level, except 62,000 gp
20th	92	23	+17/12/7	+17/12/7	+7/+13/+11	138/7	4/6/6/6/6/5/5	As 18th level, except 112,000 gp

Spells Known per Level

Level	Spells	Level	Spells	Level	Spells	Level	Spells
1st	4	2nd	5/2	3rd	6/3	4th	6/3/2
5th	6/4/3	6th	6/4/3	7th	6/4/4/2	8th	6/4/4/3
9th	6/4/4/3	10th	6/4/4/4/2	11th	6/4/4/4/3	12th	6/4/4/4/3
13th	6/4/4/4/4/2	14th	6/4/4/4/4/3	15th	6/4/4/4/4/3	16th	6/5/4/4/4/4
17th	6/5/5/4/4/4/3	18th	6/5/5/5/4/4/3	19th	6/5/5/5/5/4/4	20th	6/5/5/5/5/5/4

Song of Freedom (Sp): By singing for 1 minute without interruption, this bard can create a *break enchantment* effect as the spell from a 15th-level caster, on a single target within 30 feet. The bard cannot use this ability on himself.

Suggestion (Sp): This bard can make a suggestion (as the spell) to a creature he has already *fascinated*. A DC 22 Will save negates the effect.

Bard Spells Known (4/6/4/4/4/3; save DC 15 + spell level): 0—*dancing lights, daze, ghost sound, light, lullaby, read magic*; 1st—*cause fear, charm person, cure light wounds, sleep*; 2nd—*cure moderate wounds, glitterdust, hold person, invisibility*; 3rd—*blink, charm monster, dispel magic, glibness*; 4th—*break enchantment, dominate person, hold monster, shout*; 5th—*greater dispel magic, mind fog, mislead*.

Possessions: Amulet of natural armor +2, bracers of armor +3, ring of protection +3, +2 longsword, masterwork light crossbow, 10 bolts, 5 cold iron bolts, 5 silvered bolts, 3 *potions of cure serious wounds*, 2 *potions of eagle's splendor*, 2 *potions of fly*, 3 *potions of glibness*, 2 *potions of tongues*, *cloak of Charisma +2*, *wand of summon monster II*, masterwork lute.

NPC Cleric

Starting Ability Scores: Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Increased Ability Scores: 4th, Wis 16; 8th, Wis 17; 10th, Wis 17 (19); 12th, Wis 18 (20); 13th, Dex 8 (10); 14th, Wis 18 (22); 16th, Wis 19 (23); 17th, Wis 19 (25); 20th, Wis 20 (26).

Sample 5th-Level NPC Cleric: Human Clr 5; CR 5; Medium humanoid; HD 5d8+10; hp 36; Init –1; Spd 20 ft.; AC 21, touch 9, flat-footed 21; Base Atk +3; Grp +4; Atk +6 melee (1d8+1, masterwork morningstar) or +2 ranged (1d8/19–20, light crossbow); Full Atk +6 melee (1d8+1, masterwork morningstar) or +2 ranged (1d8/19–20, light crossbow); SA turn undead 4/day; SQ —; AL NG; SV Fort +6, Ref +2, Will +7; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Listen +11, Spellcraft +8; Brew Potion, Lightning Reflexes, Weapon Focus (morningstar).

Cleric Spells Prepared (5/5/4/3; save DC 13 + spell level): 0—*detect magic, guidance* (2), *light, resistance*; 1st—*bane, bless* (2), *sanctuary**, *shield of faith*; 2nd—*aid, bull's strength, cure moderate wounds**, *sound burst*; 3rd—*dispel magic, magic circle against evil, protection from energy**.

*Domain spell. *Domains:* Healing (cast healing spells at +1 caster level), Protection (protective ward grants +5 resistance bonus on next save, 1/day).

Possessions: *+1 full plate*, *+1 heavy steel shield*, masterwork morningstar, light crossbow, 10 bolts, 2 scrolls of *cure light wounds*, wooden holy symbol, 6 torches.

Sample 10th-Level NPC Cleric: Human Clr 10; CR 10; Medium humanoid; HD 10d8+20; hp 68; Init –1; Spd 20 ft.; AC 22, touch 10, flat-footed 22; Base Atk +7; Grp +8; Atk +8 melee (1d8+2, masterwork morningstar) or +6 ranged (1d8+1/19–20, light crossbow with *+1 bolts*); Full Atk +8/+3 melee (1d8+2, masterwork morningstar) or +6 ranged (1d8+1/19–20, light crossbow with *+1 bolts*); SA turn undead 4/day; SQ —; AL NG; SV Fort +9, Ref +4, Will +11; Str 13, Dex 8, Con 14, Int 10, Wis 19, Cha 12.

Skills and Feats: Concentration +15, Listen +17, Spellcraft +13; Brew Potion, Combat Casting, Lightning Reflexes, Scribe Scroll, Weapon Focus (morningstar).

Cleric Spells Prepared (6/6/6/5/5/3; save DC 14 + spell level): 0—*detect magic, guidance* (2), *light, resistance* (2); 1st—*bane* (2), *bless* (2), *sanctuary*, shield of faith*; 2nd—*aid, bull's strength* (2), *cure moderate wounds*, hold person, sound burst*; 3rd—*dispel magic* (2), *magic circle against evil, protection from energy, searing light*; 4th—*divine power, greater magic weapon, restoration* (2), *spell immunity**; 5th—*flame strike, spell resistance*, true seeing.*

*Domain spell. *Domains:* Healing (cast healing spells at +1 caster level), Protection (protective ward grants +10 resistance bonus on next save, 1/day).

Possessions: +1 full plate, +1 heavy steel shield, ring of protection +1, periapt of Wisdom +2, masterwork morningstar, light crossbow, 10 *+1 bolts*, 2 scrolls of *cure light wounds*, wooden holy symbol, 6 torches.

NPC DRUID

Starting Ability Scores: Str 10, Dex 14, Con 13, Int 12, Wis 15, Cha 8.

Increased Ability Scores: 4th, Wis 16; 8th, Wis 17; 11th, Wis 17 (19); 12th, Wis 18 (20); 14th, Wis 18 (22); 16th, Wis 19 (23); 17th, Wis 19 (25); 20th, Wis 20 (26).

Sample 5th-Level NPC Druid: Lizardfolk Drd 5; CR 6; Medium humanoid (reptilian); HD 7d8+14; hp 50; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +3; Grp +4; Atk +5 melee (1d4+1, 2 claws) and +3 melee (1d4, bite); or +6 melee (1d6+2/18–20, masterwork scimitar); or +7 ranged (1d6, masterwork sling); Full Atk +5/+5 melee (1d4+1, 2 claws) and +3 melee (1d4, bite); or +6 melee (1d6+2/18–20, masterwork scimitar); or +7 ranged (1d6, masterwork sling); SA —; SQ animal companion, hold breath, link with companion, nature sense, resist nature's lure, share spells, trackless step, wild empathy, wild shape (Small or Medium animal 1/day), woodland stride; AL N; SV Fort +6, Ref +6, Will +7; Str 12, Dex 14, Con 15, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +6, Concentration +6, Handle Animal

Table 4–14: NPC Cleric

Level	hp	AC	Melee	Ranged	F/R/W	Skill Pts./ Feats	Spells per Day*	Gear
1st	10	17	+2	–1	+4/–1/+4	8/1	3/3	Splint mail, heavy steel shield, mwk melee, mundane ranged, 300 gp
2nd	16	18	+3	+0	+5/–1/+5	10/1	4/4	Half-plate, heavy steel shield, mwk melee, mundane ranged, 1,000 gp
3rd	23	19	+4	+1	+5/+0/+5	12/2	4/4/3	Full plate, heavy steel shield, mwk melee, mundane ranged, 600 gp
4th	29	19	+5	+2	+6/+0/+7	14/2	5/5/4	As 3rd level, except 1,400 gp
5th	36	19	+5	+2	+6/+0/+7	16/2	5/5/4/3	As 3rd level, except 2,500 gp
6th	42	20	+6	+3	+7/+1/+8	18/3	5/5/5/4	*+1 full plate,* heavy steel shield, mwk melee, mundane ranged, 3,600 gp
7th	49	20	+7	+4	+7/+1/+8	20/3	6/6/5/4/2	As 6th level, except 4,200 gp
8th	55	21	+8/3	+5/0	+8/+1/+9	22/3	6/6/5/5/3	*+1 full plate, +1 heavy steel shield,* mwk melee, mundane ranged, 6,200 gp
9th	62	22	+8/3	+5/0	+8/+2/+9	24/4	6/6/6/5/3/2	*+1 full plate, +1 heavy steel shield, ring of protection +1,* mwk melee, mundane ranged, 7,000 gp
10th	68	22	+9/4	+6/1	+9/+2/+11	26/4	6/6/6/5/5/3	*+1 full plate, +1 heavy steel shield, ring +1,* mwk melee, mundane ranged, *periapt of Wisdom +2,* 11,500 gp
11th	75	22	+10/5	+7/2	+9/+2/+11	28/4	6/7/6/6/5/3/2	As 10th level, except 20,000 gp
12th	81	23	+11/6	+8/3	+10/+3/+13	30/5	6/8/6/6/5/5/3	*+1 full plate, +1 heavy steel shield, amulet of natural armor +1, ring +1, +1 melee,* mundane ranged, *periapt +2,* 14,000 gp
13th	88	24	+11/6	+9/4	+10/+4/+13	32/5	6/8/7/6/6/5/3/2	*+1 full plate, +1 heavy steel shield, amulet +1, ring +1, +1 melee,* mundane ranged, *gloves of Dexterity +2, periapt +2,* 18,000 gp
14th	94	24	+12/7	+10/5	+11/+4/+15	34/5	6/8/8/6/6/5/5/3	*+1 full plate, +1 heavy steel shield, amulet +1, ring +1, +1 melee,* mundane ranged, *gloves +2, periapt +4,* 16,000 gp
15th	101	24	+13/8/3	+11/6/1	+11/+5/+15	36/6	6/8/8/7/6/6/5/3/2	As 14th level, except 30,000 gp
16th	107	26	+14/9/4	+12/7/2	+12/+5/+16	38/6	6/8/8/7/6/6/5/4/3	*+2 full plate, +2 heavy steel shield, amulet +1, ring +1, +1 melee,* mundane ranged, *gloves +2, periapt +4,* 41,000 gp
17th	114	26	+14/9/4	+12/7/2	+12/+5/+17	40/6	6/8/8/8/7/6/6/5/3/2	*+2 full plate, +2 heavy steel shield, amulet +1, ring +1, +1 melee,* mundane ranged, *gloves +2, periapt +6,* 44,000 gp
18th	120	26	+15/10/5	+13/8/3	+13/+6/+18	42/7	6/8/8/8/7/6/6/5/4/3	As 17th level, except 74,000 gp
19th	127	26	+16/11/6	+14/9/4	+13/+6/+18	44/7	6/8/8/8/7/7/6/6/4/4	As 17th level, except 114,000 gp
20th	133	26	+17/12/7	+15/10/5	+14/+6/+20	46/7	6/8/8/8/8/7/6/6/6/5	As 17th level, except 164,000 gp

*Includes domain spells. You must choose one spell per spell level from the appropriate domains.

Table 4–15: NPC Druid

Level	hp	AC	Melee	Ranged	F/R/W	Skill Pts./ Feats	Spells per Day	Gear
1st	9	17	+1	+3	+3/+2/+4	20/1	3/2	Hide armor, heavy wooden shield, mwk melee, mwk ranged, 250 gp
2nd	14	17	+2	+4	+4/+2/+5	25/1	4/3	As 1st level, except 1,350 gp
3rd	20	17	+3	+5	+4/+3/+5	30/2	4/3/2	As 1st level, except 1,800 gp
4th	25	17	+4	+6	+5/+3/+7	35/2	5/4/3	As 1st level, except 2,600 gp
5th	31	17	+4	+6	+5/+3/+7	40/2	5/4/3/2	As 1st level, except 3,000 gp
6th	36	18	+5	+7	+6/+4/+8	45/3	5/4/4/3	*+1 hide armor,* heavy wooden shield, mwk melee, mwk ranged, 3,400 gp
7th	42	18	+6	+8	+6/+4/+8	50/3	6/5/4/3/1	As 6th level, except 5,000 gp
8th	47	19	+7/2	+9/4	+7/+4/+9	55/3	6/5/4/4/2	*+1 hide armor, +1 heavy wooden shield, ring of protection +1,* mwk melee, mwk ranged, 3,400 gp
9th	53	20	+7/2	+9/4	+7/+5/+9	60/4	6/5/5/4/2/1	As 8th level, except 6,000 gp
10th	58	21	+8/3	+10/5	+8/+5/+10	65/4	6/5/5/4/3/2	*+1 hide armor, +1 heavy wooden shield, amulet of natural armor +1, ring +1,* mwk melee, mwk ranged, 8,000 gp
11th	64	21	+9/4	+11/6	+8/+5/+11	70/4	6/6/5/5/4/2/1	*+1 hide armor, +1 heavy wooden shield, amulet +1, ring +1,* mwk melee, mwk ranged, *periapt of Wisdom +2,* 9,000 gp
12th	69	21	+10/5	+12/7	+9/+6/+13	75/5	6/7/5/5/4/4/2	*+1 hide armor, +1 heavy wooden shield, amulet +1, ring +1, +1 melee,* mwk ranged, *periapt +2,* 6,500 gp
13th	75	22	+10/5	+12/7	+9/+6/+13	80/5	6/7/6/5/5/4/2/1	*+2 hide armor, +1 heavy wooden shield, amulet +1, ring +1, +1 melee,* mwk ranged, *periapt +2,* 19,500 gp
14th	80	22	+11/6	+13/8	+10/+6/+15	85/5	6/7/7/5/5/4/4/2	*+2 hide armor, +1 heavy wooden shield, amulet +1, ring +1, +1 melee,* mwk ranged, *periapt +4,* 17,500 gp
15th	86	23	+12/7/2	+14/9/4	+10/+7/+15	90/6	6/7/7/6/5/5/4/2/1	*+2 hide armor, +1 heavy wooden shield, amulet +2, ring +1, +1 melee,* mwk ranged, *periapt +4,* 29,500 gp
16th	91	24	+14/9/4	+15/10/5	+11/+7/+16	95/6	6/7/7/6/5/5/4/3/2	*+2 hide armor, +1 heavy wooden shield, amulet +2, ring +2, +2 melee,* mwk ranged, *periapt +4,* 31,000 gp
17th	97	25	+14/9/4	+15/10/5	+11/+7/+17	100/6	6/7/7/7/6/5/5/4/2/1	*+2 hide armor, +2 heavy wooden shield, amulet +2, ring +2, +2 melee,* mwk ranged, *periapt +6,* 41,000 gp
18th	102	28	+15/10/5	+16/11/6	+12/+8/+18	105/7	6/7/7/7/6/5/5/4/3/2	*+3 hide armor, +4 heavy wooden shield, amulet +2, ring +2, +2 melee,* mwk ranged, *periapt +6,* 54,000 gp
19th	108	28	+16/11/6	+17/12/7	+12/+8/+18	110/7	6/7/7/7/6/6/5/5/3/3	As 18th level, except 94,000 gp
20th	113	28	+17/12/7	+18/13/8	+13/+8/+20	115/7	6/7/7/7/7/6/5/5/5/4	As 18th level, except 144,000 gp

+3, Jump +7, Knowledge (nature) +8, Spellcraft +4, Swim +9, Survival +9; Multiattack (see page 304 of the *Monster Manual*), Scribe Scroll, Track.

Animal Companion (Ex): This druid has a crocodile as an animal companion. This creature is a loyal companion that accompanies the druid on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Crocodile Animal Companion: CR —; Medium magical beast; HD 3d8+9; hp 22; Init +1, Spd 20 ft., swim 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +6; Atk +6 melee (1d8+6, bite), or +6 melee (tail slap, 1d12+6); Full Atk +6 melee (1d8+6, bite), or +6 melee (tail slap, 1d12+6); Space/Reach 5 ft./5 ft.; SA improved grab; SQ bonus trick, hold breath, low-light vision; AL N; SV Fort +6, Ref +4, Will +2; Str 19, Dex 13, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +7, Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. If it wins the grapple check, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Bonus Trick: This animal companion is capable of learning one trick in addition to any that the druid might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). This bonus trick doesn't require any training time or Handle Animal checks, and it doesn't count against the normal limit of tricks known by the creature. The druid selects this bonus trick, and once selected, it can't be changed.

Hold Breath (Ex): This creature can hold its breath for 68 rounds before it risks drowning.

Low-Light Vision (Ex): Can see twice as far as a human in dim light.

Hold Breath (Ex): Lizardfolk can hold their breath for 60 rounds before they risk drowning.

Link with Companion (Ex): This druid can handle its animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy and Handle Animal checks made while dealing with that animal.

Nature Sense (Ex): This druid gains a +2 bonus on Knowledge (nature) and Survival checks (these bonuses are included in the statistics given above).

Resist Nature's Lure (Ex): This druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Spells (Ex): This druid may have any spell it casts on itself also affect its animal companion if the latter is within 5 feet at the time. The druid may also cast a spell with a target of "You" on its animal companion.

Trackless Step (Ex): This druid leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): This druid can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The druid rolls 1d20+10, or 1d20+6 if attempting to influence magical beasts with an Intelligence score of 1 or 2.

Wild Shape (Su): This druid can change into a Small or Medium animal and back again once per day, as per the *polymorph* spell.

Woodland Stride (Ex): This druid may move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect the druid.

Druid Spells Prepared (5/4/3/2; save DC 13 + spell level): 0—*detect magic, detect poison, guidance, light, purify food and drink*; 1st—*entangle, magic fang* (2), *obscuring mist*; 2nd—*barkskin, flame blade, resist energy*; 3rd—*call lightning, protection from energy.*

Possessions: Heavy wooden shield, masterwork scimitar, masterwork sling, 10 bullets, 2 scrolls of *cure moderate wounds*, 2 scrolls of *neutralize poison*, 2 scrolls of *speak with plants, phylactery of faithfulness*, 2 *Quaal's feather tokens* (*tree*), *wand of cure light wounds.*

NPC FIGHTER

Starting Ability Scores: Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Increased Ability Scores: 4th, Str 16; 8th, Str 17; 12th, Str 18; 16th, Str 19; 17th, Str 19 (21); 19th, Str 19 (25), Con 14 (16); 20th, Str 20 (26).

Sample 5th-Level NPC Fighter: Hobgoblin Ftr 5; CR 5; Medium humanoid (goblinoid); HD 5d10+15; hp 47; Init +6; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +5; Grp +8; Atk +10 melee (1d10+5/19–20, masterwork bastard sword) or +8 ranged (1d8+3/×3, masterwork composite longbow [+3 Str bonus]); Full Atk +10 melee (1d10+5/19–20, masterwork bastard sword) or +8 ranged (1d8+3/×3, masterwork composite longbow [+3 Str bonus]); SA —; SQ darkvision 60 ft.; AL LE; SV Fort +8, Ref +4, Will +3; Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +1, Jump +3, Move Silently –1; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Full plate, heavy steel shield, masterwork bastard sword, masterwork composite longbow (+3 Str bonus), 10 normal arrows, 10 cold iron arrows, 10 silvered arrows, *cloak of resistance +1, potion of bear's endurance, potion of cure moderate wounds.*

Sample 15th-Level NPC Fighter: Hobgoblin Ftr 15; CR 15; Medium humanoid (goblinoid); HD 15d10+45; hp 132; Init +6; Spd 20 ft.; AC 28, touch 12, flat-footed 27; Base Atk +15; Grp +19; Atk +23 melee (1d10+9/17–20, *+3 bastard sword*) or +19 ranged (1d8+7/19–20/×3, *+1 composite longbow* [+4 Str bonus]); Full Atk +23/+18/+13 melee (1d10+9/17–20, *+3 bastard sword*) or +19/+14/+9 ranged (1d8+7/19–20/×3, *+1 composite longbow* [+4 Str bonus]); SA —; SQ darkvision 60 ft.; AL LE; SV Fort +14, Ref +9, Will +8; Str 18, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +10, Intimidate +5, Jump +8, Move Silently +1; Cleave, Dodge, Exotic Weapon Proficiency (bastard sword),

Table 4–16: NPC Fighter

Level	hp	AC	Melee	Ranged	F/R/W	Skill Pts./ Feats	Gear
1st	12	18	+4	+2	+4/+1/+1	8/2	Splint mail, heavy steel shield, mwk melee, mundane ranged, 350 gp
2nd	19	19	+5	+4	+5/+1/+1	10/3	Half-plate, heavy steel shield, mwk melee, mwk ranged, 750 gp
3rd	27	21	+6	+5	+5/+2/+2	12/4	Full plate, heavy steel shield, mwk melee, mwk ranged, 350 gp
4th	34	21	+8	+6	+6/+2/+2	14/5	As 3rd level, except 1,150 gp
5th	42	21	+9	+7	+6/+2/+2	16/5	As 3rd level, except 2,150 gp
6th	49	22	+10/5	+8/3	+7/+3/+3	18/7	*+1 full plate,* heavy steel shield, mwk melee, mwk ranged, 2,300 gp
7th	57	22	+11/6	+9/4	+7/+3/+3	20/7	*+1 full plate,* heavy steel shield, *+1 melee,* mwk ranged, 2,900 gp
8th	64	23	+12/7	+10/5	+8/+3/+3	22/8	*+1 full plate, +1 heavy steel shield,* +1 melee, mwk ranged, 4,900 gp
9th	72	23	+13/8	+11/6	+8/+4/+4	24/9	*+1 full plate, +1 heavy steel shield, +1 melee, +1 ranged,* 4,500 gp
10th	79	24	+14/11	+12/7	+9/+4/+4	26/10	*+2 full plate, +1 heavy steel shield, +1 melee, +1 ranged,* 5,500 gp
11th	87	25	+15/10/5	+13/8/3	+9/+4/+4	28/10	*+2 full plate, +1 heavy steel shield, ring of protection +1, +1 melee, +1 ranged,* 8,500 gp
12th	94	25	+18/13/8	+14/10/4	+10/+5/+5	30/12	*+2 full plate, +1 heavy steel shield, ring of protection +1, +2 melee, +1 ranged,* 9,500 gp
13th	102	25	+19/14/9	+15/10/5	+10/+5/+5	32/12	As 12th level, except 18,500 gp
14th	109	27	+20/15/10	+16/11/6	+11/+5/+5	34/13	*+2 full plate, +1 heavy steel shield, amulet of natural armor +2, ring +1, +2 melee, +1 ranged,* 20,500 gp
15th	117	28	+22/17/12	+17/12/7	+11/+6/+6	36/14	*+2 full plate, +2 heavy steel shield, amulet +2, ring +1, +3 melee, +1 ranged,* 21,500 gp
16th	124	30	+23/18/13/8	+19/14/9/4	+12/+6/+6	38/15	*+2 full plate, +3 heavy steel shield, amulet +2, ring +2, +3 melee, +2 ranged,* 27,500 gp
17th	132	31	+25/20/15/10	+20/15/10/5	+12/+6/+6	40/15	*+3 full plate, +3 heavy steel shield, amulet +2, ring +2, +3 melee, +2 ranged, gauntlets of agre power +2,* 47,500 gp
18th	139	32	+27/22/17/12	+21/16/11/6	+13/+7/+7	42/17	*+4 full plate, +3 heavy steel shield, amulet +2, ring +2, +4 melee, +2 ranged, gauntlets +2,* 56,500 gp
19th	166	32	+30/25/20/15	+22/17/12/7	+14/+7/+7	44/17	*+4 full plate, +3 heavy steel shield, amulet +2, ring +2, +4 melee, +2 ranged, belt of giant strength +6, pink Ioun stone,* 52,500 gp
20th	175	34	+32/27/22/17	+23/18/13/8	+15/+7/+7	46/18	*+4 full plate, +3 heavy steel shield, amulet +2, ring +4, +4 melee, +2 ranged, belt +6, pink Ioun stone,* 78,500 gp

Great Cleave, Improved Critical (bastard sword), Improved Critical (composite longbow), Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (bastard sword), Weapon Focus (composite longbow), Weapon Specialization (bastard sword), Weapon Specialization (composite longbow).

Possessions: +2 full plate, +2 heavy steel shield, amulet of natural armor +2, ring of protection +1, +3 bastard sword, +1 composite longbow (+4 Str bonus), 15 normal arrows, 5 adamantine arrows, 5 cold iron arrows, 10 silvered arrows, 15 *+2 arrows, quiver of Ehlonna, boots of speed, cloak of resistance +2, potion of bear's endurance, potion of cure moderate wounds, potion of heroism.*

NPC MONK

Starting Ability Scores: Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 8.

Increased Ability Scores: 4th, Dex 14; 8th, Wis 16; 12th, Dex 15; 15th, Dex 15 (17), Wis 16 (18); 16th, Dex 16 (18); 19th, Str 14 (16), Con 12 (14), Dex 16 (20), Wis 16 (20); 20th, Dex 16 (22), Wis 17 (23).

Sample 5th-Level NPC Monk: Human Mnk 5; CR 5; Medium humanoid; HD 5d8+5; hp 31; Init +2; Spd 40 ft.; AC 16, touch 15, flat-footed 14; Base Atk +3; Grp +5; Atk +5 or +7 melee (1d8+2, unarmed strike or 1d6+3, *+1 kama*); or +6 ranged (1d6+2, masterwork sling); Full Atk +5 or +7 melee (1d8+2, unarmed strike or 1d6+3, *+1 kama*); or +4/+4 or +6/+6 melee (1d8+2, unarmed strike or 1d6+3, *+1 kama*); or +6 ranged (1d6+2, masterwork sling); SA flurry of blows, *ki* strike (magic); SQ evasion, purity of body, slow fall 20 ft., still mind; AL LN; SV Fort +6, Ref +7, Will +7; Str 14, Dex 14, Con 12, Int 10, Wis 15, Cha 8.

Skills and Feats: Balance +12, Climb +10, Hide +10, Jump +12, Tumble +12; Deflect Arrows, Dodge, Mobility, Stunning Fist, Weapon Focus (kama).

Flurry of Blows (Ex): This monk may use a full attack action to make one extra attack per round with an unarmed strike or a special monk weapon at his highest base attack, but this attack and each other attack made that round take a –1 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the monk might make before his next action. If armed with a kama, nunchaku, or siangham, the monk makes the extra attack either with that weapon or unarmed. If armed with two such weapons, he uses one for his regular attack(s) and the other for the extra attack. In any case, his damage bonus on the attack with his off hand is not reduced.

Ki Strike (Su): This monk's unarmed strike can deal damage to a creature with damage reduction as if the blow were made with a weapon having a +1 enhancement bonus.

Evasion (Ex): If this monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Purity of Body (Ex): This monk has immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow his descent while falling. This monk takes damage as if the fall were 20 feet shorter than it actually is.

Still Mind (Ex): This monk gains a +2 bonus on saving throws against spells and effects from the enchantment school.

Possessions: +1 kama, masterwork sling, *cloak of resistance +1, potion of cat's grace, potion of cure moderate wounds.*

Sample 15th-Level NPC Monk: Human Mnk 15; CR 15; Medium humanoid; HD 15d8+15; hp 86; Init +7; Spd 80 ft.; AC 26, touch 22, flat-footed 23; Base Atk +11; Grp +13; Atk +13 or +17 melee (2d10+2/19–20, unarmed strike or 1d6+5/19–20, *+3 kama*); or +16 ranged (1d6+4, *+2 sling*); Full Atk +13/+8/+3 or +17/+12/+7 melee (2d10+2/19–20, unarmed strike or 1d6+5/19–20, *+3 kama*); or +13/+13/+13/+8/+3 or +17/+17/+17/+12/+7 melee (2d6+2/19–20, unarmed strike or 1d6+5/19–20, *+3 kama*); or +16 ranged (1d6+4, *+2 sling*); SA flurry of blows, *ki* strike (lawful, magic), quivering palm; SQ *abundant step*, diamond body, diamond soul, improved evasion, purity of body, slow fall 70 ft., still mind, wholeness of body; AL LN; SV Fort +10, Ref +12, Will +13; Str 14, Dex 17, Con 12, Int 10, Wis 18, Cha 8.

Skills and Feats: Balance +23, Climb +20, Hide +21, Jump +22, Tumble +23; Combat Reflexes, Dodge, Improved Critical (unarmed strike), Improved Critical (kama), Improved Disarm, Improved Grapple, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus (kama).

Flurry of Blows (Ex): This monk may use a full attack action to make two extra attacks per round with an unarmed strike or a special monk weapon at his highest base attack.

Ki Strike (Su): This monk's unarmed strike can deal damage to a creature with damage reduction as if the blow were made with a lawful weapon with a +1 enhancement bonus.

Quivering Palm (Su): Once per week, this monk can use an unarmed strike to set up potentially fatal vibrations within the body of another creature. The monk must have more levels than the target has Hit Dice. If the target takes damage from the monk's blow, the quivering palm attack succeeds. At any later time within 15 days, the monk can will the target to die (a free action) unless the target makes a DC 21 Fortitude save. If the save is successful, the target is no longer in danger from that particular quivering palm attack.

Abundant Step (Sp): This monk can slip magically between spaces, as per the spell *dimension door*, once per day as a 7th-level caster.

Diamond Body (Su): This monk has immunity to poison of all kinds.

Diamond Soul (Ex): This monk has spell resistance 25.

Improved Evasion (Ex): If this monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. In addition, he takes only half damage on a failed save.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow his descent while falling. This monk takes damage as if the fall were 70 feet shorter than it actually is.

Wholeness of Body (Su): This monk can cure up to 30 hit points of his own wounds each day, and he can spread this healing out over several uses.

Possessions: Amulet of natural armor +1, bracers of armor +3, ring of protection +1, +3 kama, +2 sling, gloves of Dexterity +2, monk's belt, periapt of Wisdom +2, potion of heroism.

NPC PALADIN

Starting Ability Scores: Str 14, Dex 8, Con 12, Int 10, Wis 13, Cha 15.

Increased Ability Scores: 4th, Wis 14; 8th, Cha 16; 12th, Cha 17 (19); 16th, Cha 18 (20); 19th, Cha 18 (24); 20th, Cha 19 (25).

Sample 5th-Level NPC Paladin: Human Pal 5; CR 5; Medium humanoid; HD 5d10+5; hp 37; Init –1; Spd 20 ft.; AC 19, touch 9, flat-footed 19; Base Atk +5; Grp +7; Atk +9 melee (1d8+2/19–20, masterwork longsword) or +5 ranged (1d8+2/×3, masterwork composite longbow [+2 Str bonus]); Full Atk +9 melee (1d8+2/19–20, masterwork longsword) or +5 ranged (1d8+2/×3, masterwork composite longbow [+2 Str bonus]); SA smite evil 2/day, turn undead 5/day; SQ aura of courage, *detect evil*, divine grace, divine health, empathic link with mount, heavy warhorse mount, lay on hands, share spells with mount; AL LG; SV Fort +7, Ref +2, Will +5; Str 14, Dex 8, Con 12, Int 10, Wis 14, Cha 15.

Skills and Feats: Concentration +9, Heal +10, Ride +7; Mounted Combat, Ride-By Attack, Weapon Focus (longsword).

Smite Evil (Su): Twice per day this paladin may attempt to smite evil with one normal melee attack. He adds +2 to his attack roll and deals 5 extra points of damage. Smiting a creature that is not evil has no effect but uses the ability for that day.

Turn Undead (Su): As a 2nd-level cleric.

Aura of Courage (Su): This paladin is immune to fear, magical or

Table 4–17: NPC Monk

Level	hp	AC	Unarmed Strike	Flurry of Blows (Unarmed)	Melee	Ranged	F/R/W	Skill Pts./ Feats	Gear
1st	9	13	+2	+0/0	+3	+1	+3/+3/+4	16/2[1]	Mwk melee, mundane ranged, 550 gp
2nd	14	13	+3	+1/1	+4	+3	+4/+4/+5	20/4[2]	As 1st level, except 1,650 gp
3rd	20	13	+4	+2/2	+6	+4	+4/+4/+5	24/5	*+1 melee,* mwk ranged
4th	25	14	+5	+3/3	+6	+6	+5/+6/+6	28/5	As 3rd level, plus 650 gp
5th	31	16	+5	+4/4	+6	+6	+5/+6/+6	32/5	As 3rd level, plus 1,650 gp
6th	36	16	+6	+5/5	+7	+7	+7/+8/+8	36/7[3]	*Bracers of armor +1, +1 melee,* mwk ranged, 2,000 gp
7th	42	17	+7	+6/6	+8	+8	+7/+8/+8	40/7	*Bracers +1, ring of protection +1, +1 melee,* mwk ranged, 1,500 gp
8th	47	19	+8/3	+7/7	+9/4	+9/4	+8/+9/+10	44/7	*Amulet of natural armor +1, bracers +1, ring +1, +1 melee,* mwk ranged, 1,750 gp
9th	53	19	+8/3	+7/7	+9/4	+9/4	+8/+9/+10	48/8	As 8th level, except *+1 ranged* and 2,300 gp
10th	58	20	+9/4	+9/9/9	+11/6	+10/5	+8/+9/+10	52/8	*Amulet +1, bracers +1, ring +1, +2 melee, +1 ranged,* 350 gp
11th	64	21	+10/5	+10/10/5	+12/7	+11/6	+8/+9/+10	56/8	As 10th level, except *bracers +2* and 2,300 gp
12th	69	21	+11/6	+11/11/11/6	+13/8	+13/8	+9/+10/+11	60/9	As 10th level, except *bracers +2, +2 ranged,* and 2,300 gp
13th	75	21	+11/6	+11/11/11/6	+13/8	+13/8	+9/+10/+11	64/9	As 10th level, except *bracers +2, +2 ranged,* and 10,000 gp
14th	80	21	+12/7	+12/12/12/7	+15/10	+14/9	+10/+11/+12	68/9	*Amulet +1, bracers +2, ring +1, +3 melee, +2 ranged,* 10,000 gp
15th	86	25	+13/8/3	+13/13/13/8/3	+16/11/6	+16/11/6	+10/+12/+13	72/10	*Amulet +1, bracers +3, ring +1, +3 melee, +2 ranged, gloves of Dexterity +2, periapt of Wisdom +2,* 11,000 gp
16th	91	26	+14/9/4	+14/14/14/9/4	+17/12/7	+18/13/8	+11/+14/+14	76/10	As 15th level, except 29,000 gp
17th	97	27	+14/9/4	+14/14/14/9/4	+18/13/8	+18/13/8	+11/+14/+14	80/10	*Amulet +1, bracers +3, ring +2, +4 melee, +2 ranged, gloves +2, periapt +2,* 9,000 gp
18th	102	28	+15/10/5	+15/15/15/10/5	+20/15/10	+19/14/9	+12/+15/+15	84/11	As 17th level, except *amulet +2, +5 melee,* and 38,000 gp
19th	127	30	+17/12/7	+17/17/17/12/7	+22/17/12	+21/16/11	+13/+16/+16	88/11	*Amulet +2, bracers +3, ring +2, +5 melee, +2 ranged, gloves +4, periapt +4, pale blue ioun stone, pink ioun stone,* 36,000 gp
20th	133	34	+18/13/8	+18/18/18/13/8	+23/18/13	+23/18/13	+14/+18/+18	92/11	As 19th level, except *bracers +4, gloves +6, periapt +6,* and 36,000 gp

1 Bonus Feat: either Improved Grapple or Stunning Fist.
2 Bonus Feat: either Combat Reflexes or Deflect Arrows.
3 Bonus Feat: either Improved Disarm or Improved Trip.

otherwise. Allies within 10 feet of him gain a +4 morale bonus on saving throws against fear effects.

Detect Evil (Sp): This paladin can *detect evil* at will as the spell.

Divine Grace (Su): This paladin applies his Charisma bonus on all saving throws. (This modifier is already figured into the statistics given above.)

Divine Health (Ex): This paladin is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Empathic Link (Su): This paladin can communicate telepathically with his mount at a distance of up to 1 mile. The paladin has the same connection to an item or a place that the mount does.

Heavy Warhorse Mount: For as much as 10 hours per day, this paladin can call upon the services of a special heavy warhorse mount. The creature's abilities and characteristics are summarized below.

Heavy Warhorse: Large magical beast; HD 6d8+12; hp 39; Init +1; Spd 50 ft.; AC 18, touch 10, flat-footed 17; Base Atk +3; Grp +11; Atk +6 melee (1d6+4, hoof); Full Atk +6/+6 melee (1d6+4, 2 hooves) and +1 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SQ improved evasion, low-light vision, scent; SV Fort +7, Ref +5, Will +2; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +4; Endurance, Run.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, this mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Low-Light Vision (Ex): Can see twice as far as a human in dim light.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Lay on Hands (Su): This paladin can heal wounds by touch as a standard action. Each day he can cure 10 hit points. The paladin can cure himself and can divide the curing among multiple recipients. He doesn't have to use it all at once. Alternatively, the paladin can use some or all of these points to deal damage to undead creatures as a touch attack.

Share Spells (Ex): This paladin may have any spell he casts on herself also affect his mount if the latter is within 5 feet at the time. The paladin may also cast a spell with a target of "You" on his mount.

Paladin Spells Prepared (1; save DC 12 + spell level): 1st—*bless weapon.*

Possessions: Full plate, masterwork heavy steel shield, masterwork longsword, masterwork composite longbow (+2 Str bonus),

10 normal arrows, 10 cold iron arrows, 10 silvered arrows, 4 *potions of cure light wounds*, *potion of bear's endurance*, 2 scrolls of *magic weapon*, 2 scrolls of *protection from evil*, bit and bridle (mount), dagger, 3 flasks holy water, healer's kit, masterwork scale mail barding (mount), military saddle (mount), saddlebags (mount), silver holy symbol.

Sample 15th-Level NPC Paladin: Human Pal 15; CR 15; Medium humanoid; HD 15d10+15; hp 102; Init –1; Spd 20 ft.; AC 26, touch 10, flat-footed 26; Base Atk +15; Grp +17; Atk +21 melee (1d8+5/17–20, +3 *longsword*) or +15 ranged (1d8+3/×3, +1 *composite longbow* [+2 Str bonus]); Full Atk +21/+16/+11 melee (1d8+5/17–20, +3 *longsword*) or +15/+10/+5 ranged (1d8+3/×3, +1 *composite longbow* [+2 Str bonus]); SA smite evil 4/day, turn undead 11/day; SQ aura of courage, *detect evil*, divine grace, divine health, empathic link with mount, heavy warhorse mount, lay on hands, *remove disease* 4/week, share spells with mount; AL LG; SV Fort +14, Ref +10, Will +13; Str 14, Dex 8, Con 12, Int 10, Wis 14, Cha 19.

Skills and Feats: Concentration +19, Heal +20, Ride +17; Extra Turning, Improved Critical (longsword), Iron Will, Lightning Reflexes, Mounted Combat, Ride-By Attack, Weapon Focus (longsword).

Smite Evil (Su): Four times per day this paladin may attempt to smite evil with one normal melee attack. He adds +4 to his attack roll and deals 15 extra points of damage. Smiting a creature that is not evil has no effect but uses the ability for that day.

Turn Undead (Su): As a 12th-level cleric.

Aura of Courage (Su): This paladin is immune to fear, magical or otherwise. Allies within 10 feet of him gain a +4 morale bonus on saving throws against fear effects.

Detect Evil (Sp): This paladin can *detect evil* at will as the spell.

Divine Grace (Su): This paladin applies his Charisma bonus on all saving throws. (This modifier is already figured into the statistics given above.)

Divine Health (Ex): This paladin is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Empathic Link (Su): This paladin can communicate telepathically with his mount at a distance of up to 1 mile. The paladin has the same connection to an item or a place that the mount does.

Heavy Warhorse Mount: Whenever he desires, this paladin can call upon the services of a special heavy warhorse mount. The creature's abilities and characteristics are summarized below.

Heavy Warhorse: Large magical beast; HD 12d8+12; hp 66; Init +1; Spd 60 ft.; AC 24, touch 10, flat-footed 23; Base Atk +3; Grp +13; Atk +8 melee (1d6+4, hoof); Full Atk

Table 4–18: NPC Paladin

Level	hp	AC	Melee	Ranged	F/R/W	Skill Pts./ Feats	Spells per Day	Gear
1st	11	17	+4	+0	+3/–1/+1	8/1	—	Splint mail, heavy steel shield, mwk melee, mundane ranged, 350 gp
2nd	17	18	+5	+2	+6/+1/+3	10/1	—	Half-plate, heavy steel shield, mwk melee, mwk ranged, 650 gp
3rd	24	18	+6	+3	+6/+2/+4	12/2	—	Mwk half-plate, heavy steel shield, mwk melee, mwk ranged, 1,100 gp
4th	30	19	+7	+4	+7/+2/+5	14/2	1	Full plate, mwk heavy steel shield, mwk melee, mwk ranged, 1,000 gp
5th	37	19	+8	+5	+7/+2/+5	16/2	1	As 4th level, except 3,300 gp
6th	43	19	+9/4	+6/1	+8/+3/+6	18/3	2	Full plate, mwk heavy steel shield, *+1 melee*, mwk ranged, 2,900 gp
7th	50	20	+10/5	+7/2	+8/+3/+6	20/3	2	*+1 full plate*, mwk heavy steel shield, *+1 melee*, mwk ranged, 1,900 gp
8th	56	21	+11/6	+8/3	+10/+4/+7	22/3	2/1	As 7th level, except *+1 heavy steel shield* and 3,100 gp
9th	63	22	+12/7	+9/4	+10/+5/+8	24/4	2/1	*+1 full plate, +1 heavy steel shield, ring of protection +1, +1 melee*, mwk ranged, 3,700 gp
10th	69	22	+13/8	+10/5	+11/+5/+8	26/4	2/2	As 9th level, except 7,700 gp
11th	76	22.	+15/10/5	+11/6/1	+11/+5/+8	28/4	2/2	As 9th level, except *+2 melee* and 7,500 gp
12th	82	23	+16/11/6	+12/7/2	+13/+7/+10	30/5	2/2/1	*+2 full plate, +1 heavy steel shield, ring +1, +2 melee*, mwk ranged, *cloak of Charisma +2*, 6,500 gp
13th	89	24	+17/12/7	+13/8/3	+13/+7/+10	32/5	2/2/1	*+2 full plate, +2 heavy steel shield, ring +1, +2 melee, +1 ranged, cloak +2*, 9,500 gp
14th	95	24	+19/14/9	+14/9/4	+14/+7/+10	34/5	3/2/1	As 13th level, except *+3 melee weapon*
15th	102	26	+20/15/10	+15/10/5	+14/+9/+11	36/6	3/2/1/1	*+3 full plate, +3 heavy steel shield, ring +1, +3 melee, +1 ranged, cloak +2*, 13,500 gp
16th	108	28	+21/16/11/6	+16/11/6/1	+16/+9/+12	38/6	3/3/1/1	*+3 full plate, +3 heavy steel shield, amulet of natural armor +1, ring +2, +3 melee, +1 ranged, cloak +2*, 23,500 gp
17th	115	29	+23/18/13/8	+17/12/7/2	+16/+9/+12	40/6	3/3/2/1	As 16th level, except *+4 full plate, +4 melee*, and 25,500 gp
18th	121	30.	+25/20/15/10	+18/13/8/3	+17/+10/+13	42/7	4/3/2/1	*+4 full plate, +4 heavy steel shield, amulet +1, ring +2, +5 melee, +1 ranged, cloak +2*, 30,500 gp
19th	128	30	+26/21/16/11	+20/15/10/5	+19/+12/+15	44/7	4/4/3/2	As 18th level, except *+2 ranged, cloak +6*, and 44,500 gp
20th	134	30	+27/22/17/12	+21/16/11/6	+20/+12/+15	46/7	4/4/3/3	As 18th level, except *+2 ranged, cloak +6*, and 94,500 gp

+8/+8 melee (1d6+4, 2 hooves) and +1 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SQ *command*, low-light vision, scent, spell resistance 20; SV Fort +7, Ref +5, Will +2; Str 22, Dex 13, Con 17, Int 9, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +4; Endurance, Run.

Command (*Sp*): Usable 7/day against other equines (Will DC 21 negates).

Improved Evasion (*Ex*): When subjected to an attack that normally allows a Reflex saving throw for half damage, this mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Low-Light Vision (*Ex*): Can see twice as far as a human in dim light.

Scent (*Ex*): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Lay on Hands (Su): This paladin can cure 60 hit points of wounds per day.

Remove Disease (*Sp*): This paladin can *remove disease*, as the spell, four times per week

Paladin Spells Prepared (3/2/1/1; save DC 14 + spell level): 1st—*bless weapon* (2), *divine favor*; 2nd—*bull's strength*, *shield other*; 3rd—*heal mount*; 4th—*holy sword*.

Possessions: +3 full plate, +3 heavy steel shield, ring of protection +1, +3 longsword, +1 composite longbow (+2 Str bonus), 10 normal arrows, 10 *+2 arrows*, 10 cold iron arrows, 10 silvered arrows, 8 adamantine arrows, *cloak of Charisma +2, bag of holding type II*, 2 *potions of cure moderate wounds*, 2 *potions of cure serious wounds*, *potion of fly*, *potion of owl's wisdom*, *potion of tongues*, scroll of *death ward*, 3 scrolls of *delay poison*, 2 scrolls of *magic weapon*, 2 scrolls of *remove paralysis*, 2 scrolls of *resist energy* (*fire*), 2 doses antitoxin, bit and bridle (mount), dagger, 4 flasks holy water, masterwork banded mail barding (mount), military saddle (mount), saddlebags (mount), silver holy symbol.

NPC RANGER

Starting Ability Scores: Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Increased Ability Scores: 4th, Dex 16; 8th, Dex 17; 10th, Dex 17 (19); 12th, Dex 18 (20); 14th, Wis 12 (14); 16th, Str 14 (18); Dex 19 (21); 17th, Dex 19 (23); 20th, Dex 20 (24).

Sample 5th-Level NPC Ranger: Gnoll Rgr 5; CR 6; Medium humanoid; HD 7d8+14; hp 49; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +6; Grp +10; Atk +11 melee (1d8+6/19–20, masterwork longsword) or +11 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +11/+6 melee (1d8+6/19–20, masterwork longsword) or +11/+6 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]) or +9/+9/+4 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); SA —; SQ animal companion, darkvision 60 ft., favored enemy elves +4, favored enemy humans +2, link with companion, share spells; AL CE; SV Fort +6, Ref +7, Will +2; Str 18, Dex 16, Con 15, Int 8, Wis 12, Cha 6.

Skills and Feats: Hide +10, Listen +5, Move Silently +10, Spot +11, Survival +8; Endurance, Power Attack, Quick Draw, Rapid Shot, Track, Weapon Focus (composite longbow).

Combat Style (*Ex*): This ranger has selected archery. He gains the Rapid Shot feat without the normal prerequisites.

Animal Companion (*Ex*): This ranger has a wolf as an animal companion. This creature is a loyal companion that accompanies the ranger on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Wolf Animal Companion: CR —; Medium magical beast; HD 2d8+4; hp 13; Init +2, Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach 5 ft./5 ft.; SA trip; SQ bonus trick, evasion, low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus (bite).

Trip (*Ex*): A wolf that hits with a bite attack can attempt to trip the opponent as a free action. See page 158 of the *Player's Handbook* for more information.

Bonus Trick: This animal companion is capable of learning one trick in addition to any that the ranger might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). This bonus trick doesn't require any training time or Handle Animal checks, and it doesn't count against the normal limit of tricks known by the creature. The ranger selects this bonus trick, and once selected, it can't be changed.

Evasion (*Ex*): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Low-Light Vision (*Ex*): Can see twice as far as a human in dim light.

Scent (*Ex*): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Favored Enemy (*Ex*): This ranger gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Link with Companion (*Ex*): This ranger can handle his animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy and Handle Animal checks made while dealing with that animal.

Share Spells (*Ex*): This ranger may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. The ranger may also cast a spell with a target of "You" on his animal companion.

Wild Empathy (*Ex*): This ranger can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+3, or 1d20–1 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Ranger Spells Prepared (1; save DC 12): 1st—*entangle*.

Possessions: +1 studded leather, masterwork longsword, masterwork composite longbow (+4 Str bonus), 20 normal arrows, 10 cold iron arrows, 10 silvered arrows, *eyes of the eagle*, 3 *potions of cure light wounds*.

Sample 15th-Level NPC Ranger: Gnoll Rgr 15; CR 16; Medium humanoid; HD 17d8+34; hp 114; Init +5; Spd 40 ft.; AC 23, touch 16, flat-footed 18; Base Atk +16; Grp +20; Atk +23 melee (1d8+8/17–20, *+2 longsword*) or +24 ranged (1d8+6/×3, *+2 composite longbow* [+4 Str bonus]); Full Atk +23/+18/+13/+8 melee (1d8+8/17–20, *+2 longsword*); or +21/+16/+11/+6 melee (1d8+8/17–20, *+2 longsword*) and +20/+15/+10 melee (1d6+3/19–20, *+1 short sword*); or +24/+19/+14/+9 ranged (1d8+6/×3, *+2 composite longbow* [+4 Str bonus]); SA —; SQ animal companion, camouflage, darkvision 60 ft., evasion, favored enemy elves +6, favored enemy humans +4, favored enemy magical beasts +2, favored enemy fey +2, swift tracker, woodland stride; AL CE; SV Fort +11, Ref +13, Will +7; Str 18, Dex 21, Con 15, Int 8, Wis 14, Cha 6.

Skills and Feats: Handle Animal +13, Hide +25, Jump +9, Listen +6, Move Silently +20, Ride +7, Spot +23, Survival +17; Endurance, Greater Two-Weapon Fighting, Improved Critical (longsword), Point Blank Shot, Power Attack, Precise Shot, Track, Weapon Focus (composite longbow) Weapon Focus (short sword).

Combat Style Mastery (*Ex*): This ranger has selected two-weapon combat. He gains the Greater Two-Weapon Fighting feat without the normal prerequisites.

Table 4–19: NPC Ranger

Level	hp	AC	Melee[1]	Ranged[2]	F/R/W	Skill Pts./ Feats	Spells per Day	Gear
1st	9	15	+3	+4	+3/+4/+1	24/1 + Track	—	Studded leather, mundane melee, mwk ranged, 550 gp
2nd	15	15	+5	+5	+4/+5/+1	30/1	—	Mwk studded leather, mwk melee, mwk ranged, 1,200 gp
3rd	20	15	+6	+6	+4/+5/+2	36/2 + Endurance	—	As 2nd level, except 1,700 gp
4th	25	17	+7	+8	+5/+7/+2	42/2	1	*+1 studded leather,* mwk melee, mwk ranged, 1,500 gp
5th	31	17	+8	+9	+5/+7/+2	48/2	1	As 4th level, except 2,500 gp
6th	37	17	+9/4	+10/5	+6/+8/+3	54/3	2	*+1 studded leather, +1 melee,* mwk ranged, 2,800 gp
7th	42	17	+10/5	+11/6	+6/+8/+3	60/3	2	*+1 studded leather, +1 melee , +1 ranged,* 1,400 gp
8th	48	17	+11/6	+12/7	+7/+9/+3	66/3	2	As 7th level, except 3,600 gp
9th	53	17	+12/7	+13/8	+7/+9/+4	72/4	2	As 7th level, except 6,200 gp
10th	59	18	+13/8	+15/10	+8/+11/+4	78/4	2/1	*+1 studded leather, +1 melee, +1 ranged, gloves of Dexterity +2,* 6,200 gp
11th	64	19	+14/9/4	+16/11/6	+8/+11/+4	84/4	2/1	*+2 studded leather, +1 melee, +1 ranged, gloves +2,* 8,200 gp
12th	70	20	+15/10/5	+18/13/8	+9/+13/+5	90/5	2/1	As 11th level, except 15,000 gp
13th	75	22	+16/11/6	+20/15/10	+9/+13/+5	96/5	2/1	*+2 studded leather, amulet of natural armor +1, ring of protection +1, +1 melee, +2 ranged, gloves +2,* 12,000 gp
14th	81	22	+18/13/8	+21/16/11	+10/+14/+6	102/5	3/2/1	*+2 studded leather, amulet +1, ring +1, +2 melee, +2 ranged, gloves +2, periapt of Wisdom +2,* 12,000 gp
15th	86	23	+19/14/9	+22/17/12	+10/+14/+7	108/6	3/2/1/1	As 14th level, except *+3 studded leather* and 21,000 gp
16th	92	23	+22/17/12/7	+23/18/13/8	+11/+15/+7	114/6	3/3/1/1	*+3 studded leather, amulet +1, ring +1, +2 melee, +2 ranged, belt of giant strength +4, gloves +2, periapt +2,* 19,000 gp
17th	97	24	+23/18/13/8	+25/20/15/10	+11/+16/+7	120/6	3/3/2/1	As 16th level, except *gloves +4* and 30,000 gp
18th	103	25	+25/20/15/10	+27/22/17/12	+12/+17/+8	126/7	4/3/2/1	*+4 studded leather, amulet +1, ring +1, +3 melee, +3 ranged, belt +4, gloves +4, periapt +2,* 33,000 gp
19th	108	25	+26/21/16/11	+28/23/18/13	+12/+17/+8	132/7	4/4/3/2	As 18th level, except 73,000 gp
20th	114	25	+28/23/18/13	+31/26/21/16	+13/+19/+8	138/7	4/4/3/3	*+4 studded leather, amulet +1, ring +1, +4 melee, +4 ranged, belt +4, gloves +4, periapt +2,* 95,000 gp

1 If the ranger's combat style is two-weapon fighting, as a full attack action, he can use a second light melee weapon in combat. Doing so allows an extra attack with that weapon at the highest attack value, but all attacks that round take a –2 penalty. From 6th–11th level, doing so allows two extra attacks with the second weapon, once at the highest attack value and once at a –5 penalty. (There's still a –2 penalty on all attacks.) From 11th level on, doing so allows three extra attacks with the second weapon: once at the highest attack value, once at a –5 penalty, and once at a –10 penalty. (There's still a –2 penalty on all attacks.)

2 If the ranger's combat style is archery, as a full attack action, he can make an extra ranged attack at the highest attack value, but all attacks that round take a –2 penalty. From 6th–11th level, the ranger may shoot an additional arrow in the same attack (and can shoot an extra time per 5 points of base attack bonus above +6). All attacks that round take a –4 penalty, worsened by –2 for each additional arrow beyond the second.

Animal Companion (Ex): This ranger has a dire wolf as an animal companion. This creature is a loyal companion that accompanies the ranger on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Dire Wolf Animal Companion: CR —; Large magical beast; HD 6d8+18; hp 45; Init +2, Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk +10 melee (1d8+10, bite); Full Atk +10 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA trip; SQ bonus trick, low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +6; Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2; Alertness, Run, Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action. See page 158 of the *Player's Handbook* for more information.

Bonus Trick: This animal companion is capable of learning one trick in addition to any that the ranger might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). This bonus trick doesn't require any training time or Handle Animal checks, and it doesn't count against the normal limit of tricks known by the creature. The ranger selects this bonus trick, and once selected, it can't be changed.

Low-Light Vision (Ex): Can see twice as far as a human in dim light.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Camouflage (Ex): This ranger can use Hide in terrain that doesn't grant cover or concealment.

Swift Tracker (Ex): This ranger can track at normal speed without taking the usual –5 penalty, or can track at double speed at only a –10 penalty.

Wild Empathy (Ex): This ranger can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+17, or 1d20+13 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Ranger Spells Prepared (3/2/1/1; save DC 12 + spell level): 1st—*delay poison, entangle, resist energy;* 2nd—*cure light wounds, snare;* 3rd—*greater magic fang;* 4th—*tree stride.*

Possessions: +3 studded leather, amulet of natural armor +1, ring of protection +1, +2 longsword, +1 short sword, +2 composite longbow (+4 Str bonus), 12 normal arrows, 5 *+3 arrows,* 10 cold iron arrows, 15 silvered arrows, 10 adamantine arrows, *boots of striding and springing, cloak of elvenkind, eyes of the eagle, gloves of Dexterity +2, lesser bracers of archery, periapt of Wisdom +2, quiver of Ehlonna.*

NPC ROGUE

Starting Ability Scores: Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Increased Ability Scores: 4th, Dex 16; 8th, Dex 17; 12th, Dex 18 (20); 16th, Dex 19 (21); 17th, Dex 19 (23); 19th, Dex 19 (25); 20th, Dex 20 (26).

Sample 5th-Level NPC Rogue: Goblin Rog 5; CR 5; Small humanoid (goblinoid); HD 5d6+5; hp 25; Init +8; Spd 30 ft.; AC 19, touch 15, flat-footed 19; Base Atk +3; Grp –1; Atk +5 melee (1d3/19–20, masterwork dagger) or +9 ranged (1d4/×3, masterwork shortbow); Full Atk +5 melee (1d3/19–20, masterwork dagger) or +9 ranged (1d4/×3, masterwork shortbow); SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL N; SV Fort +3, Ref +9, Will +2; Str 10, Dex 18, Con 13, Int 14, Wis 10, Cha 6.

Skills and Feats: Appraise +10, Balance +6, Disable Device +10, Hide +20, Jump +2, Listen +8, Move Silently +12, Open Lock +12, Ride (worg) +8, Search +10, Spot +8, Tumble +12, Use Magic Device +6; Improved Initiative, Shield Proficiency.

Evasion (Ex): If this rogue is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Trap Sense (Ex): This rogue has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Trapfinding (Ex): This rogue can use the Search skill to locate traps when the task has a DC higher than 20. Finding a nonmagical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Uncanny Dodge (Ex): This rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: Masterwork leather armor, masterwork buckler, masterwork dagger, masterwork shortbow, 10 normal arrows, 5 cold iron arrows, 5 silvered arrows, *cloak of resistance +1, 6 potions of cure light wounds, 2 potions of neutralize poison,* masterwork thieves' tools.

Sample 10th-Level NPC Rogue: Goblin Rog 10; CR 10; Small humanoid (goblinoid); HD 10d6+10; hp 47; Init +8; Spd 30 ft.; AC 21, touch 16, flat-footed 21; Base Atk +7; Grp +3; Atk +13 melee (1d4/18–20, Small *+1 rapier*) or +13 ranged (1d4/×3, Small *+1 shortbow*); Full Atk +13/+8 melee (1d4/18–20, Small *+1 rapier*) or +13/+8 ranged (1d4/×3, Small *+1 shortbow*); SA sneak attack +5d6; SQ evasion, improved evasion, improved uncanny dodge, trapfinding, trap sense +3, uncanny dodge; AL N; SV Fort +4, Ref +11, Will +3; Str 10, Dex 19, Con 13, Int 14, Wis 10, Cha 6.

Skills and Feats: Appraise +10, Balance +12, Disable Device +10, Hide +20, Jump +2, Listen +8, Move Silently +14, Open Lock +12, Ride (worg) +10, Search +8, Spot +6, Tumble +12, Use Magic Device +4; Dodge, Improved Initiative, Point Blank Shot, Weapon Finesse.

Evasion (Ex): If this rogue is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Improved Evasion (Ex): This ability works like evasion, except that while this rogue still takes no damage on a successful Reflex save against spells such as fireball or a breath weapon, he now takes only half damage on a failed save.

Improved Uncanny Dodge (Ex): This rogue cannot be flanked except by a rogue of at least 14th level.

TABLE 4–20: NPC ROGUE

Level	hp	AC	Melee	Ranged	F/R/W	Skill Pts./ Feats	Gear
1st	7	15	+2	+3	+1/+4/+0	40/1	Mwk studded leather, mwk melee, mwk ranged, 100 gp
2nd	11	15	+3	+4	+1/+5/+0	50/1	As 1st level, except 1,200 gp
3rd	16	16	+4	+5	+2/+5/+1	60/2	Mwk studded leather, mwk buckler, mwk melee, mwk ranged, 1,500 gp
4th	20	17	+5	+7	+2/+7/+1	70/2	As 3rd level, except 2,300 gp
5th	25	17	+5	+7	+2/+7/+1	80/2	As 3rd level, except 3,000 gp
6th	29	17	+6	+8	+3/+8/+2	90/3	As 3rd level, except 4,600 gp
7th	34	19	+7	+9	+3/+8/+2	100/3	*+1 studded leather, +1 buckler,* mwk melee, mwk ranged, 4,200 gp
8th	38	19	+8/3	+10/5	+3/+9/+2	110/3	As 7th level, except 6,400 gp
9th	43	19	+8/3	+10/5	+4/+9/+3	120/4	*+1 studded leather, +1 buckler, +1 melee, +1 ranged,* 5,000 gp
10th	47	19	+9/4	+11/6	+4/+10/+3	130/4	*+2 buckler, bracers of armor +2, ring of protection +1, +1 melee, +1 ranged,* 1,000 gp
11th	52	19	+10/5	+12/7	+4/+10/+3	140/4	As 10th level, except 6,000 gp
12th	56	22	+11/6	+15/10	+5/+13/+4	150/5	*+2 buckler, amulet of natural armor +1, bracers +2, ring +1, +1 melee, +1 ranged, gloves of Dexterity +2,* 6,000 gp
13th	61	22	+12/7	+15/10	+5/+13/+4	160/5	As 12th level, except *+2 melee* and 8,000 gp
14th	65	22	+13/8	+16/11	+5/+14/+4	170/5	As 12th level, except *+2 melee* and 18,000 gp
15th	70	22	+14/9/4	+17/12/7	+6/+14/+5	180/6	*Amulet +1, bracers +4, ring +2, +2 melee, +1 ranged, gloves +2,* 18,000 gp
16th	74	22	+15/10/5	+18/13/8	+6/+15/+5	190/6	As 15th level, except 36,000 gp
17th	79	24	+15/10/5	+20/15/10	+6/+16/+5	200/6	*Amulet +1, bracers +5, ring +2, +2 melee, +2 ranged, gloves +4,* 32,000 gp
18th	83	24	+16/11/6	+21/16/11	+7/+17/+6	210/7	As 17th level, except 62,000 gp
19th	88	25	+18/13/8	+23/18/13	+7/+18/+6	220/7	*Amulet +1, bracers +5, ring +2, +3 melee, +2 ranged, gloves +6,* 72,000 gp
20th	92	26	+19/14/9	+26/21/16	+7/+20/+6	230/7	As 19th level, except *+3 ranged* and 112,000 gp

Trap Sense (Ex): This rogue has an intuitive sense that alerts him to danger from traps, granting a +3 bonus on Reflex saves and a +3 dodge bonus to AC against attacks by traps.

Trapfinding (Ex): This rogue can use the Search skill to locate traps when the task has a DC higher than 20. Finding a nonmagical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Uncanny Dodge (Ex): This rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: +2 buckler, bracers of armor +2, ring of protection +1, Small *+1 rapier,* Small *+1 shortbow,* 20 arrows, 5 silvered arrows, *potion of cure serious wounds,* masterwork thieves' tools.

NPC SORCERER

Starting Ability Scores: Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 15.

Increased Ability Scores: 4th, Cha 16; 8th, Cha 17; 12th, Cha 18 (20); 14th, Dex 14 (16); 15th, Cha 18 (22); 16th, Cha 19 (23); 18th, Cha 19 (25); 20th, Cha 20 (26).

Sample 5th-Level NPC Sorcerer: Kobold Sor 5; CR 5; Small humanoid (reptilian); HD 5d4+3; hp 17; Init +6; Spd 30 ft.; AC 15, touch 13, flat-footed 13; Base Atk +2; Grp –2; Atk +3 melee (1d4/×3, shortspear) or +6 ranged (1d6/19–20, masterwork light crossbow); Full Atk +3 melee (1d4/×3, shortspear) or +6 ranged (1d6/19–20, masterwork light crossbow); SA —; SQ empathic link, light sensitivity, share spells, Tiny viper snake familiar; AL CE; SV Fort +1, Ref +3, Will +5; Str 10, Dex 14, Con 11, Int 8, Wis 12, Cha 16.

Skills and Feats: Bluff +6, Concentration +4, Craft (trapmaking) +1, Hide +6, Listen +3, Profession (miner) +3, Search +1, Spellcraft +3, Spot +3; Alertness, Improved Initiative, Toughness.

Empathic Link (Su): This sorcerer can communicate telepathically with its familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Light Sensitivity (Ex): Kobolds are sensitive to light and take a –1 circumstance penalty on attack rolls in bright sunlight or within the radius of a *daylight* spell.

Share Spells (Su): This sorcerer may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. The master may also cast a spell with a target of "You" on his familiar.

Tiny Viper Snake Familiar: This creature grants its master a +3 bonus on Bluff checks. It also grants Alertness as long as it is within 5 feet. The familiar uses the better of its own and its master's base save bonuses. The creature's abilities and characteristics are summarized below.

Tiny Viper Snake Familiar: CR —; Tiny magical beast; HD 5; hp 8; Init +3, Spd 15 ft., climb 15 ft., swim 15 ft.; AC 20, touch 15, flat-footed 17; Base Atk +0; Grp –11; Atk +5 melee (poison, bite); Full Atk +5 melee (poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison; SQ deliver touch spells, improved evasion, scent, speak with master; AL CE; SV Fort +2, Ref +5, Will +1; Str 4, Dex 17, Con 11, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d6 Con.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, this creature takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Sorcerer Spells Known (6/7/5; save DC 13 + spell level): 0—*daze, ghost sound, mage hand, ray of frost, read magic, touch of fatigue;* 1st—*cause fear, mage armor, magic missile, sleep;* 2nd—*blur, flaming sphere.*

Possessions: Bracers of armor +1, masterwork shortspear, masterwork light crossbow, 10 bolts, *potion of blur, potion of cure moderate wounds, potion of haste,* 2 scrolls of *invisibility,* 2 scrolls of *Melf's acid arrow,* 2 scrolls of *web,* dagger.

Sample 15th-Level NPC Sorcerer: Kobold Sor 15; CR 15; Small humanoid (reptilian); HD 15d4+3; hp 42; Init +6; Spd 30 ft.; AC 19, touch 15, flat-footed 17; Base Atk +7; Grp +3; Atk +9 melee (1d4+1/×3, *+1 shortspear*) or +11 ranged (1d6/19–20, masterwork light crossbow); Full Atk +9/+4 melee (1d4+1/×3, *+1 shortspear*) or +11 ranged (1d6/19–20, masterwork light crossbow); SA —; SQ empathic link, light sensitivity, *scry* on familiar, share spells, Tiny viper snake familiar; AL CE; SV Fort +5, Ref +7, Will +10; Str 10, Dex 14, Con 11, Int 8, Wis 12, Cha 22.

Skills and Feats: Bluff +9, Concentration +9, Craft (trapmaking) +1, Hide +6, Listen +3, Profession (miner) +3, Search +1, Spellcraft +8, Spot +3; Alertness, Combat Casting, Craft Wand, Dodge, Improved Initiative, Spell Penetration, Toughness.

Empathic Link (Su): This sorcerer can communicate telepathically with its familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Light Sensitivity (Ex): Kobolds are sensitive to light and take a –1 circumstance penalty on attack rolls in bright sunlight or within the radius of a *daylight* spell.

Scry on Familiar (Sp): This sorcerer may scry on its familiar as if casting the spell *scrying* once per day.

Share Spells (Su): This sorcerer may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. The master may also cast a spell with a target of "You" on his familiar.

Tiny Viper Snake Familiar: This creature grants its master a +3 bonus on Bluff checks. It also grants Alertness as long as it is within 5 feet. The familiar uses the better of its own and its master's base save bonuses. The creature's abilities and characteristics are summarized below.

Tiny Viper Snake Familiar: CR —; Tiny magical beast; HD 15; hp 21; Init +3, Spd 15 ft., climb 15 ft., swim 15 ft.; AC 25, touch 15, flat-footed 22; Base Atk +0; Grp –11; Atk +5 melee (poison, bite); Full Atk +5 melee (poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison; SQ deliver touch spells, improved evasion, scent, speak with master, speak with other reptiles, spell resistance 20; AL CE; SV Fort +2, Ref +5, Will +1; Str 4, Dex 17, Con 11, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d6 Con.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, this creature takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Sorcerer Spells Known (6/8/8/7/7/7/7/4; save DC 16 + spell level): 0—*dancing lights, daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance, touch of fatigue;* 1st—*cause fear, mage armor, magic missile, obscuring mist, sleep;* 2nd—*blur, flaming sphere, invisibility, Melf's acid arrow, spectral hand;* 3rd—*dispel magic, hold person, lightning bolt, vampiric touch;* 4th—*ice storm, lesser globe of invulnerability, shout, stoneskin;* 5th—*cloudkill, cone of cold, hold mon-*

Table 4–21: NPC Sorcerer

Level	hp	AC	Melee	Ranged	F/R/W	Skill Pts./ Feats	Spells per Day	Gear
1st	5	12	–1	+3	+1/+2/+3	8/1	5/4	Mundane melee, mwk ranged, 550 gp
2nd	8	12	+0	+4	+1/+2/+4	10/1	6/5	As 1st level, except 1,650 gp
3rd	12	12	+0	+4	+2/+3/+4	12/2	6/6	As 1st level, except 2,150 gp
4th	15	13	+1	+5	+2/+3/+5	14/2	6/7/4	*Bracers of armor +1*, mundane melee, mwk ranged, 950 gp
5th	19	13	+1	+5	+2/+3/+5	16/2	6/7/5	As 4th level, except 2,000 gp
6th	23	13	+2	+6	+3/+4/+6	18/3	6/7/6/4	As 4th level, except 4,300 gp
7th	26	14	+2	+6	+3/+4/+6	20/3	6/7/7/5	*Bracers +1, ring of protection +1*, mundane melee, mwk ranged, 3,900 gp
8th	30	14	+3	+7	+3/+4/+7	22/3	6/7/7/6/3	As 7th level, except 6,100 gp
9th	33	15	+3	+7	+4/+5/+7	24/4	6/7/7/7/4	*Bracers +2, ring +1*, mundane melee, mwk ranged, 5,700 gp
10th	37	15	+4	+8	+4/+5/+8	26/4	6/7/7/7/5/3	As 9th level, except 9,700 gp
11th	40	16	+4	+8	+4/+5/+8	28/4	6/7/7/7/6/4	*Amulet of natural armor +1, bracers +2, ring +1*, mundane melee, mwk ranged, 12,700 gp
12th	44	17	+5/0	+9/4	+5/+6/+9	30/5	6/8/7/7/7/6/3	*Amulet +1, bracers +2, ring +2*, mundane melee, mwk ranged, *cloak of Charisma +2*, 9,700 gp
13th	47	18	+6 /1	+9/4	+5/+6/+9	32/5	6/8/7/7/7/7/4	*Amulet +1, bracers +3, ring +2, +1 melee*, mwk ranged, *cloak +2*, 9,300 gp
14th	51	19	+7/2	+11/6	+5/+7/+10	34/5	6/8/7/7/7/7/5/3	As 13th level, except *gloves of Dexterity +2* and 19,000 gp
15th	54	19	+7/2	+11/6	+6/+8/+10	36/6	6/8/8/7/7/7/7/4	As 14th level, except *cloak +4* and 21,000 gp
16th	58	19	+8/3	+12/7	+6/+8/+11	38/6	6/8/8/7/7/7/7/5/3	As 14th level, except *cloak +4* and 39,000 gp
17th	61	21	+8/3	+12/7	+6/+8/+11	40/6	6/8/8/7/7/7/7/6/4	*Amulet +2, bracers +4, ring +2, +1 melee*, mwk ranged, *cloak +4, gloves +2*, 49,000 gp
18th	65	22	+9/4	+13/8	+7/+9/+12	42/7	6/8/8/8/7/7/7/7/5/3	*Amulet +2, bracers +5, ring +2, +1 melee*, mwk ranged, *cloak +6, gloves +2*, 50,000 gp
19th	68	22	+9/4	+13/8	+7/+9/+12	44/7	6/8/8/8/7/7/7/7/6/4	As 18th level, except 90,000 gp
20th	72	22	+10/5	+14/9	+7/+9/+13	46/7	6/8/8/8/8/7/7/7/7/6	As 18th level, except 140,000 gp

Spells Known per Level

Level	Spells	Level	Spells	Level	Spells	Level	Spells
1st	4/2	2nd	5/2	3rd	5/3	4th	6/3/1
5th	6/4/2	6th	7/4/2/1	7th	7/5/3/2	8th	8/5/3/2/1
9th	8/5/4/3/2	10th	9/5/4/3/2/1	11th	9/5/5/4/3/2	12th	9/5/5/4/3/2/1
13th	9/5/5/4/4/3/2	14th	9/5/5/4/4/3/2/1	15th	9/5/5/4/4/4/3/2	16th	9/5/5/4/4/4/3/2/1
17th	9/5/5/4/4/4/3/3/2	18th	9/5/5/4/4/4/3/3/2/1	19th	9/5/5/4/4/4/3/3/3/2	20th	9/5/5/4/4/4/3/3/3/3

ster, teleport; 6th—*acid fog, disintegrate, greater dispel magic*; 7th—*ethereal jaunt, prismatic spray*.

Possessions: *Amulet of natural armor +1, bracers of armor +3, ring of protection +2, +1 shortspear*, masterwork light crossbow, 10 bolts, *cloak of Charisma +4, potion of blur, potion of haste*, 2 scrolls of *dominate person*, *wand of magic missile* (9th-level caster, maximized), dagger.

NPC Wizard

Starting Ability Scores: Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

Increased Ability Scores: 4th, Int 16; 8th, Int 17; 12th, Int 18 (20); 14th, Dex 14 (16); 15th, Int 18 (22); 16th, Int 19 (23); 18th, Int 19 (25); 20th, Int 20 (26).

Sample 5th-Level NPC Wizard: Drow Wiz 5; CR 6; Medium humanoid (elf); HD 5d4+3; hp 17; Init +3; Spd 30 ft.; AC 14, touch 13, flat-footed 11; Base Atk +2; Grp +2; Atk +2 melee (1d6/18–20, rapier) or +6 ranged (1d4/19–20, masterwork hand crossbow); Full Atk +2 melee (1d6/18–20, rapier) or +6 ranged (1d4/19–20, masterwork hand crossbow); SA —; SQ drow traits; AL NE; SV Fort +2, Ref +5, Will +6; Str 10, Dex 16, Con 11, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +8, Craft (alchemy) +9, Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Knowledge (history) +9, Listen +3, Search +6, Spellcraft +14, Spot +3; Brew Potion, Combat Casting, Scribe Scroll, Toughness.

Drow Traits: Immune to magic *sleep* spells and effects; +2 racial bonus on saves against enchantment spells or effects; darkvision 120 ft.; entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it; spell resistance 16; +2 racial bonus on Will saves against spells or spell-like abilities; spell-like abilities (1/day—*dancing lights, darkness*, and *faerie fire* as the spells from a 5th-level caster); light blindness (blinded for 1 round by abrupt exposure to bright light, –1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light); +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Wizard Spells Prepared (4/4/3/2; save DC 14 + spell level): 0—*daze, detect magic, ghost sound, ray of frost*; 1st—*mage armor, magic missile* (2), *magic weapon*; 2nd—*blur, glitterdust, Melf's acid arrow*; 3rd—*fireball, haste*.

Spellbook: 0—all; 1st—*color spray, identify, mage armor, magic missile, magic weapon*; 2nd—*blur, bear's endurance, glitterdust, knock, Melf's acid arrow, resist energy*; 3rd—*dispel magic, fireball, haste, magic circle against good*.

Possessions: *Bracers of armor +1*, rapier, masterwork hand crossbow, 10 bolts, *cloak of resistance +1, potion of blur, potion of cure moderate wounds, potion of cure serious wounds, potion of haste*, scroll of *confusion*, 2 scrolls of *fireball*, scroll of *web*, dagger.

Sample 10th-Level NPC Wizard: Drow Wiz 10; CR 11; Medium humanoid (elf); HD 10d4+3; hp 29; Init +3; Spd 30 ft.; AC

Table 4–22: NPC Wizard

Lvl	hp	AC	Melee	Ranged	F/R/W	Skill Pts./ Feats	Spells per Day	Gear
1st	5	12	+0	+2	+1/+2/+3	16/1 + Scribe Scroll	3/2	Mundane melee, mundane ranged, 800 gp
2nd	8	12	+1	+4	+1/+2/+4	20/1	4/3	Mundane melee, mwk ranged, 1,650 gp
3rd	12	12	+1	+4	+2/+3/+4	24/2	4/3/2	As 2nd level, except 2,150 gp
4th	16	13	+2	+5	+2/+3/+5	35/2	4/4/3	*Bracers of armor +1,* mundane melee, mwk ranged, 950 gp
5th	19	13	+2	+5	+2/+3/+5	40/3	4/4/3/2	As 4th level, except 2,000 gp
6th	23	13	+3	+6	+3/+4/+6	45/4	4/4/4/3	As 4th level, except 4,300 gp
7th	26	14	+3	+6	+3/+4/+6	50/4	4/5/4/3/1	*Bracers +1, ring of protection +1,* mundane melee, mwk ranged, 3,900 gp
8th	30	14	+4	+7	+3/+4/+7	55/4	4/5/4/4/2	As 7th level, except 6,100 gp
9th	33	15	+4	+7	+4/+5/+7	60/5	4/5/5/4/2/1	*Bracers +2, ring +1,* mundane melee, mwk ranged, 5,700 gp
10th	37	15	+5	+8	+4/+5/+8	65/6	4/5/5/4/3/2	As 9th level, except 9,700 gp
11th	40	16	+5	+8	+4/+5/+8	70/6	4/5/5/5/3/2/1	*Amulet of natural armor +1, bracers +2, ring +1,* mundane melee, mwk ranged, 12,700 gp
12th	44	17	+6/1	+9/4	+5/+6/+9	105/7	4/6/5/5/4/4/2	*Amulet +1, bracers +3, ring +1,* mundane melee, mwk ranged, *headband of intellect +2,* 9,700 gp
13th	47	18	+7/2	+9/4	+5/+6/+9	112/7	4/6/5/5/5/4/2/1	*Amulet +1, bracers +3, ring +2, +1 melee,* mwk ranged, *headband +2,* 9,300 gp
14th	51	19	+8/3	+11/6	+5/+7/+10	119/7	4/6/5/5/5/4/3/2	*Amulet +1, bracers +3, ring +2, +1 melee,* mwk ranged, *gloves of Dexterity +2, headband +2,* 15,000 gp
15th	54	20	+8/3	+11/6	+6/+8/+10	144/9	4/6/6/5/5/5/4/2/1	*Amulet +2, bracers +3, ring +2, +1 melee,* mwk ranged, *gloves +2, headband +4,* 11,000 gp
16th	58	20	+9/4	+12/7	+6/+8/+11	152/9	4/6/6/5/5/5/4/3/2	As 15th level, except 29,000 gp
17th	61	22	+9/4	+12/7	+6/+8/+11	160/9	4/6/6/5/5/5/5/3/2/1	*Amulet +2, bracers +5, ring +2, +1 melee,* mwk ranged, *gloves +2, headband +6,* 26,000 gp
18th	65	23	+10/5	+13/8	+7/+9/+12	189/10	4/6/6/4/5/5/5/4/3/2	As 17th level, except *bracers +6* and 45,000 gp
19th	68	23	+10/5	+13/8	+7/+9/+12	198/10	4/6/6/6/5/5/5/5/3/3	As 17th level, except *bracers +6* and 85,000 gp
20th	72	23	+11/6	+14/9	+7/+9/+13	230/11	4/6/6/6/6/5/5/5/5/4	As 17th level, except *bracers +6* and 135,000 gp

17, touch 14, flat-footed 14; Base Atk +5; Grp +5; Atk +6 melee (1d6+1/18–20, masterwork rapier) or +9 ranged (1d4/19–20, masterwork hand crossbow); Full Atk +6 melee (1d6+1/18–20, masterwork rapier) or +9 ranged (1d4/19–20, masterwork hand crossbow); SA —; SQ drow traits; AL NE; SV Fort +4, Ref +7, Will +9; Str 10, Dex 16, Con 11, Int 19, Wis 12, Cha 10.

Skills and Feats: Concentration +13, Craft (alchemy) +14, Knowledge (arcana) +17, Knowledge (dungeoneering) +17, Knowledge (history) +14, Listen +3, Search +6, Spellcraft +19, Spot +3; Brew Potion, Combat Casting, Craft Wondrous Item, Great Fortitude, Scribe Scroll, Spell Penetration, Toughness.

Drow Traits: Immune to magic *sleep* spells and effects; +2 racial bonus on saves against enchantment spells or effects; darkvision 120 ft.; entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it; spell resistance 26; +2 racial bonus on Will saves against spells or spell-like abilities; spell-like abilities (1/day—*dancing lights, darkness,* and *faerie fire* as the spells from a 10th-level caster); light blindness (blinded for 1 round by abrupt exposure to bright light, –1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light); +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Wizard Spells Prepared (4/5/5/4/4/2; save DC 14 + spell level): 0—*daze, detect magic, ghost sound, ray of frost;* 1st—*magic missile* (3), *shield, true strike;* 2nd—*blur, flaming sphere, glitterdust, Melf's acid arrow, web;* 3rd—*dispel magic, fireball, haste, lightning bolt;* 4th—*enervation, ice storm* (2), *shout;* 5th—*cone of cold, teleport.*

Spellbook: 0—all; 1st—*charm person, identify, mage armor, magic missile, magic weapon, protection from good, shield, true strike;* 2nd—*bear's endurance, blur, bulls's strength, cat's grace, glitterdust, invisibility, Melf's acid arrow, resist energy, scorching ray, web;* 3rd—*dispel magic, fireball, fly, haste, hold person, invisibility sphere, lightning bolt, suggestion;* 4th—*charm monster, confusion, dimension door, enervation, ice storm, Otiluke's resilient sphere, scrying, shout, stoneskin;* 5th—*cone of cold, dominate person, telekinesis, teleport, wall of force.*

Possessions: Bracers of armor +2, ring of protection +1, amulet of natural armor +1, cloak of resistance +1, masterwork rapier, masterwork hand crossbow, 10 bolts, 3 doses drow knockout poison, spellbook.

Adjustments by Race or Kind

Add the adjustments below to the class-based statistics. Add and apply all adjustments, such as ability score adjustments. For example, a halfling gains a racial modifier of +2 to Dexterity (and thus a +1 Dex bonus) and a +1 bonus on all saves, which means that the finished character has a +2 Reflex save bonus. If a feat is duplicated, select a new one.

See the *Player's Handbook* or *Dungeon Master's Guide* for other traits by race or kind. (Racial traits that always affect a skill check are already included in the adjustments to total skill bonuses.)

Explanations/Definitions

The following notes explain or define certain terms used in the adjustments list.

–3 Ranks/Skill: Subtract 3 ranks from each skill modifier the NPC is listed as having at 1st level. (The NPC has Hit Dice as a monster and therefore doesn't get 4 times its per-level skill ranks at 1st level.)

Large: The NPC's attack and AC bonuses are 1 lower, and it takes a –4 penalty on Hide checks. The NPC's weapon is larger, increasing damage (see page 28). The creature has 10-foot reach.

Slow: The NPC's base land speed is 20 feet instead of 30 feet.

Small: The NPC's attack and AC bonuses are 1 higher, and it gains a +4 bonus on Hide checks. The NPC's weapon is smaller, decreasing damage (see page 28).

Weapon Proficiency: Regardless of class, the NPC is proficient at least with simple weapons and weapons listed for its kind in the *Monster Manual*.

NPC Adjustments

The statistics given here represent adjustments to a creature's abilities and skills. If a creature has racial Hit Dice, this material includes relative adjustments to base attack bonus and skill modifiers. In addition to the adjustments noted below, add feats based on total Hit Dice and add the base creature's special attacks and special qualities.

Aasimar (Planetouched): +2 Wis, +2 Cha. +2 Listen, +2 Spot.

Bugbear: +2 CR. +4 Str, +2 Dex, +2 Con, –2 Cha. +3d8 HD. +2 base attack. +1 Fort, +3 Ref, +1 Will. +3 natural armor. –3 ranks/skill, +2 Climb, +4 Hide, +2 Listen, +6 Move Silently, +2 Spot.

Derro: +3 CR. +4 Dex, +2 Con, –6 Wis, +6 Cha. +3d8 HD. +3 base attack. +1 Fort, +3 Ref, +3 Will. +2 natural armor. –3 ranks/skill, +2 Bluff, +7 Hide, +4 Listen, +7 Move Silently. Small. Speed 20 ft.

Doppelganger: +3 CR. +2 Str, +2 Dex, +2 Con, +2 Int, +4 Wis, +2 Cha. +4d8 HD. +4 base attack. +1 Fort, +4 Ref, +4 Will. +4 natural armor. –3 ranks/skill, +9 Bluff, +8 Disguise, +4 Listen, +4 Sense Motive, +4 Spot.

Drow (Elf): +1 CR. +2 Dex, –2 Con, +2 Int, +2 Cha. +2 Listen, +2 Search, +2 Spot.

Dwarf, Duergar: +1 CR. +2 Con, –4 Cha. +1 Listen, +4 Move Silently, +1 Spot. Speed 20 ft.

Dwarf, Deep: +2 Con, –2 Cha. Speed 20 ft.

Dwarf, Hill [Common]: +2 Con, –2 Cha. Speed 20 ft.

Dwarf, Mountain: +2 Con, –2 Cha. Speed 20 ft.

Elf, Gray: –2 Str, +2 Dex, –2 Con, +2 Int. +2 Listen, +2 Search, +2 Spot.

Elf, High [Common]: +2 Dex, –2 Con. +2 Listen, +2 Search, +2 Spot.

Elf, Wild: +2 Dex, –2 Int. +2 Listen, +2 Search, +2 Spot.

Elf, Wood: +2 Str, +2 Dex, –2 Con, –2 Int. +2 Listen, +2 Search, +2 Spot.

Gnoll: +1 CR. +4 Str, +2 Con, –2 Int, –2 Cha. +2d8 HD. +1 base attack. +3 Fort. +1 natural armor. –3 ranks/skill, +2 Listen, +3 Spot.

Gnome, Forest: –2 Str, +2 Con, +2 Cha. +2 Craft (alchemy), +4 Hide, +2 Listen. Small. Speed 20 ft.

Gnome, Rock [Common]: –2 Str, +2 Con. +2 Craft (alchemy), +2 Listen. Small. Speed 20 ft.

Gnome, Svirfneblin: +1 CR. –2 Str, +2 Dex, +2 Wis, –4 Cha. +2 Fort, +2 Ref, +2 Will. +4 dodge bonus to AC. Small. Speed 20 ft.

Goblin: –2 Str, +2 Dex, –2 Cha. +4 Move Silently, +4 Ride. Small.

Half-Celestial: +1 CR (up to 5 HD), +2 CR (6–10 HD), +3 CR (11 or more HD). +4 Str, +2 Dex, +4 Con, +2 Int, +4 Wis, +4 Cha. +1 natural armor. Wings (fly at double land speed). Add these modifiers to the base creature's adjustments.

Half-Dragon: +2 CR. +8 Str, +2 Con, +2 Int, +2 Cha. +4 natural armor. Base creature's Hit Die increases one size to max of d12 (no effect on class Hit Dice). If Large, it has wings (fly at double land speed). Add these modifiers to the base creature's adjustments.

Half-Elf: +2 Diplomacy, +2 Gather Information, +1 Listen, +1 Search, +1 Spot.

Half-Fiend: +1 CR (up to 4 HD), +2 CR (5–10 HD), +3 (11 or more HD). +4 Str, +4 Dex, +2 Con, +4 Int, +2 Cha. +1 natural armor. Wings (fly at land speed). Add these modifiers to the base creature's adjustments.

Half-Orc: +2 Str, –2 Int, –2 Cha.

Halfling, Deep: –2 Str, +2 Dex. +1 Fort, +1 Ref, +1 Will. +1 attack with thrown weapon (if any). +2 Listen. Small. Speed 20 ft.

Halfling, Lightfoot [Common]: –2 Str, +2 Dex. +1 Fort, +1 Ref, +1 Will. +1 attack with thrown weapon (if any). +2 Climb, +2 Jump, +2 Listen, +2 Move Silently. Small. Speed 20 ft.

Halfling, Tallfellow: –2 Str, +2 Dex. +1 Fort, +1 Ref, +1 Will. +1 attack with thrown weapon (if any). +2 Listen, +2 Search, +2 Spot. Small. Speed 20 ft.

Hobgoblin: +2 Dex, +2 Con. +4 Move Silently.

Human: 1 extra feat. +1 skill (ranks = level +3).

Kobold: –4 Str, +2 Dex, –2 Con. +1 natural armor. +2 Craft (trapmaking), +2 Profession (miner), +2 Search. Small.

Lizardfolk: +1 CR. +2 Str, +2 Con, –2 Int. +2d8 HD. +1 base attack. +3 Ref. +5 natural armor. –3 ranks/skill, +5 Balance, +6 Jump, +6 Swim.

Mind Flayer: +8 CR. +2 Str, +4 Dex, +2 Con, +8 Int, +6 Wis, +6 Cha. +8d8 HD. +6 base attack. +2 Fort, +2 Ref, +6 Will. +3 natural armor. –3 ranks/skill, +8 Bluff, +6 Concentration, +8 Hide, +4 Intimidate, +8 Knowledge (any one), +8 Listen, +8 Move Silently, +4 Sense Motive, +8 Spot.

Minotaur: +4 CR. +8 Str, +4 Con, –4 Int, –2 Cha. +6d8 HD. +6 base attack. +2 Fort, +5 Ref, +5 Will. +5 natural armor. –3 ranks/skill, +3 Intimidate, +7 Listen, +4 Search, +7 Spot. Large.

Ogre: +2 CR. +10 Str, –2 Dex, +4 Con, –4 Int, –4 Cha. +4d8 HD. +3 base attack. +4 Fort, +1 Ref, +1 Will. +5 natural armor. –3 ranks/skill, +3 Climb, +2 Listen, +2 Spot.Large. Speed 40 ft.

Ogre Mage: +8 CR. +10 Str, +6 Con, +4 Int, +4 Wis, +6 Cha. +5d8 HD. +3 base attack. +4 Fort, +1 Ref, +1 Will. +5 natural armor. –3 ranks/skill, +8 Concentration, +8 Listen, +8 Spellcraft, +8 Spot. Large. Speed 50 ft.

Orc: +4 Str, –2 Int, –2 Wis, –2 Cha.

Tiefling (Planetouched): +2 Dex, +2 Int, –2 Cha. +2 Bluff, +2 Hide.

Troglodyte: +1 CR. –2 Dex, +4 Con, –2 Int. +2d8 HD. +1 base attack. +3 Fort. +6 natural armor. –3 ranks/skill, +6 Hide, +3 Listen. Multiattack (see the *Monster Manual*).

Werebear (Lycanthrope): +5 CR. +2 Str, +2 Con, –2 Cha. +4 base attack. +5 Fort, +5 Ref, +2 Will. +2 natural armor. +2 Listen, +2 Spot, +4 Swim. Iron Will, Track. See the *Monster Manual* for bear and hybrid form. NPC loses gear in animal form.

Wereboar (Lycanthrope): +1 CR. +2 Str, +2 Con, –2 Cha. +2 natural armor. +2 base attack. +3 Fort, +3 Ref, +1 Will. +3 Listen, +3 Spot. See the *Monster Manual* for boar and hybrid form. NPC loses gear in animal form.

Wererat (Lycanthrope): +1 CR. +2 Dex, +2 Con, –2 Cha. +2 natural armor. +2 Fort, +2 Ref, +2 Will. +1 Hide, +1 Move Silently. Alertness, Iron Will. See the *Monster Manual* for rat or hybrid form. NPC loses gear in animal form.

Weretiger (Lycanthrope): +1 CR. +2 Str, +2 Con, –2 Int. +2 natural armor. +4 base attack. +5 Fort, +5 Ref, +2 Will. +3 Listen, +3 Spot. Alertness, Iron Will. See the *Monster Manual* for tiger or hybrid form. NPC loses gear in animal form.

Werewolf (Lycanthrope): +1 CR. +2 Str, –2 Int, +4 Wis, –2 Cha. +2 natural armor. +1 base attack. +3 Fort, +3 Ref, +0 Will. +1 Listen, +1 Spot. Iron Will, Track. See the *Monster Manual* for wolf or hybrid form. NPC loses gear in animal form.

Table 4–23: NPC Gear Value

NPC Level	Value of Gear	NPC Level	Value of Gear
1st	900 gp	11th	21,000 gp
2nd	2,000 gp	12th	27,000 gp
3rd	2,500 gp	13th	35,000 gp
4th	3,300 gp	14th	45,000 gp
5th	4,300 gp	15th	59,000 gp
6th	5,600 gp	16th	77,000 gp
7th	7,200 gp	17th	100,000 gp
8th	9,400 gp	18th	130,000 gp
9th	12,000 gp	19th	170,000 gp
10th	16,000 gp	20th	220,000 gp

NPC ATTITUDES

In general, you run an NPC just as a player would run a PC: You take whatever actions the character would take, assuming the action is possible. That's why it's important to determine an NPC's general outlook and characteristics ahead of time if possible, so you know how to play the character properly.

When a PC is dealing with NPCs, you determine the NPCs' attitude, and a character may try to use Diplomacy to influence this attitude as described on page 72 of the *Player's Handbook*. A character without ranks in Diplomacy makes a Charisma check instead.

Choose the attitude of an NPC or NPCs based on circumstances. Most people met in a neutral city are indifferent. Most guards are indifferent but suspicious, because that's what's expected of them.

NPC Charisma Checks to Alter Other NPCs' Attitudes: Should it come up, an NPC can use a Diplomacy or Charisma check to influence another NPC. However, NPCs can never influence PC attitudes. The players always make their characters' decisions.

FLESHING OUT NPCS

An NPC with a hacking cough and strong opinions about the king is always more interesting than one you portray only as Kiale, the 2nd-level commoner. Remember that NPCs aren't just game statistics, they are individuals with personalities, quirks, and opinions. You should strive to make many of the NPCs you use in your game memorable characters whom the PCs will either like or dislike depending on how you play them. (Sometimes an NPC is not memorable or just leaves the characters flat. That's okay; not everyone is memorable in real life, either.)

This doesn't mean that you need to write every NPC's life story beforehand. As a rule of thumb, give an NPC one or two distinctive traits. Think of these traits as what the characters will remember the NPC by. ("Let's go back and see that guy with the bad breath. He seemed to know what he was talking about, even if talking to him was unpleasant.")

Table 4–24: One Hundred Traits gives suggestions you can choose from when creating NPCs (or you can roll them randomly from the list if you desire). This table is only the beginning. Many more traits could be added to the list. None of the ones listed here have any effect on ability scores, skills, or game mechanics. Some may seem to interact with game statistics (such as strong body odor and Charisma). In such a case, don't modify the Charisma score, but play the NPC so that the trait fits. For example, a character with body odor and a medium or high Charisma score is particularly personable to overcome the trait. A lawful good character with the cruel trait has no patience with or compassion for evil. A character with a high Dexterity score who has the trait of walking with a limp has sharp reflexes despite the drawback.

You can also use game statistics to decide traits. If a character has a low Constitution score, he tires easily, so he might be overweight. If a character is highly intelligent, he might be quick with a joke or a snappy comeback. If a character has a lot of physical skills and feats, she's probably athletic and muscular. Alignments also lend themselves to distinctive traits, such as altruism, sadism, or a love for freedom.

Table 4–24: One Hundred Traits

d%	Trait
01	Distinctive scar
02	Missing tooth
03	Missing finger
04	Bad breath
05	Strong body odor
06	Pleasant smelling (perfumed)
07	Sweaty
08	Hands shake
09	Unusual eye color
10	Hacking cough
11	Sneezes and sniffles
12	Particularly low voice
13	Particularly high voice
14	Slurs words
15	Lisps
16	Stutters
17	Enunciates very clearly
18	Speaks loudly
19	Whispers
20	Hard of hearing
21	Tattoo
22	Birthmark
23	Unusual skin color
24	Bald
25	Particularly long hair
27	Unusual hair color
28	Walks with a limp
29	Distinctive jewelry
30	Wears flamboyant or outlandish clothes
31	Underdressed
32	Overdressed
33	Nervous eye twitch
34	Fiddles and fidgets nervously
35	Whistles a lot
36	Sings a lot
37	Flips a coin
38	Good posture
39	Stooped back
40	Tall
41	Short
42	Thin
43	Fat
44	Visible wounds or sores
45	Squints
46	Stares off into distance
47	Frequently chewing something
48	Dirty and unkempt
49	Clean
50	Distinctive nose
51	Selfish
52	Obsequious
53	Drowsy
54	Bookish
55	Observant
56	Not very observant
57	Overly critical
58	Passionate artist or art lover
59	Passionate hobbyist (fishing, hunting, gaming, animals, etc.)
60	Collector (books, trophies, coins, weapons, etc.)
61	Skinflint
62	Spendthrift
63	Pessimist
64	Optimist
65	Drunkard
66	Teetotaler
67	Well mannered
68	Rude
69	Jumpy
70	Foppish
71	Overbearing
72	Aloof
73	Proud
74	Individualist
75	Conformist
76	Hot tempered
77	Even tempered
78	Neurotic
79	Jealous
80	Brave
81	Cowardly
82	Careless
83	Curious
84	Truthful
85	Liar
86	Lazy
87	Energetic
88	Reverent or pious
89	Irreverent or irreligious
90	Strong opinions on politics or morals
91	Moody
92	Cruel
93	Uses flowery speech or long words
94	Uses the same phrases over and over
95	Sexist, racist, or otherwise prejudiced
96	Fascinated by magic
97	Distrustful of magic
98	Prefers members of one class over all others
99	Jokester
100	No sense of humor (See #26)

Illus. by A. Swekel

Encounters are to adventures what adventures are to campaigns. Good adventures make up good campaigns. Creating a campaign is the most difficult, but most rewarding, task a DM faces.

It's important to distinguish between a campaign and a world, since the terms often seem to be used interchangeably. A campaign is composed of a series of adventures, the nonplayer characters (NPCs) involved in those adventures, and the events surrounding everything that happens in those adventures. When you guide players through adventures you have designed and the players choose the paths for their characters within those adventures, you are running a campaign.

A world is a fictional place in which a campaign is set. It's also often called a campaign setting. A campaign requires a world in which the action takes place, but whether you create your own world or use an already established setting, the campaign you run is always your own.

A campaign generally has the same set of characters (see The Adventuring Party, below) throughout. They are the link between the campaign's adventures. You might think of such a campaign as a series of novels or movies, with the same characters facing new challenges that aren't necessarily related to the challenges that came before.

ESTABLISHING A CAMPAIGN

A campaign first requires a world. A "world" is a consistent environment for the campaign. Geography and people are consistent in the world: Ravensburg is always on the same side of the river, and the NPCs remember the player characters after the first meeting. You have two options when it comes to making a world for your campaign.

- Use a Published Campaign Setting: The advantage of using a published setting is that you don't have to do so much work. A lot of the creation is done for you, often from the basics down to the details. Of course, you are always free to pick and choose from the published material and use only what you like. One drawback to using a published world is that your players might read the same products that you do and might therefore know as much (or more) about the world as you do. If this happens, don't let the players dictate the world to you. ("No, I think Ravensburg is ruled by a queen. . . .") Above all, even if it's a published product, it's your world.
- Create Your Own World: For more information on how to do this, see World-Building, page 135.

Once you have a fictional game world and an adventure for the characters to start with, the campaign can begin. The most important purpose of a campaign is to make the players feel that their characters live in a real world. This appearance of realism, also called verisimilitude, is important because it allows the players to stop feeling like they're playing a game and start feeling more like they're playing roles. When immersed in their roles, they are more likely to react to evil Lord Erimbar than they are to you playing Lord Erimbar.

You will know you have succeeded when the players ask you increasingly probing questions, questions not just of the depth of "What's beyond those woods?" but such as "If the rangers around the wood keep such a close watch on the edges of the

forest, how can the orc raiders keep attacking the nearby villages without warning?" When the players ask questions of that sort, they're thinking in character. Don't ever answer such a question with "Because I said so" or "Because I'm the DM." Doing that encourages metagame thinking (see page 11). Either provide an answer, or ask how the character is going to go about finding out.

Occasionally, a player will see a loophole or inconsistency in what you have created. Use such an observation to your advantage rather than admitting that you've made a mistake. Make the quest for the answer a part of the adventure. When the players discover that the leader of the rangers is taking bribes from the orcs to look the other way, they will feel rewarded for asking the right questions, and they will trust the verisimilitude of your world that much more.

THE ADVENTURING PARTY

Bringing the group of adventurers (the party) together can be a challenge. Not for the players—they are all sitting around the table—but for the characters. What brings such a disparate group of races and professions together and makes them a team that goes on adventures together? The objective when answering this question is to avoid the dissatisfaction players feel when they sense that they are adventuring with their comrades only because these folks are the other PCs. One way to prevent this feeling is to have the players create their characters together and put the burden of determining how they have come together on them before the first adventure ever starts. Here are a few other suggestions.

Happenstance: The first adventure is set up so that someone is putting out a call for mercenaries or adventurers to do some task, and the characters are the men and women who happened to answer the call. Alternatively, all the characters meet and discover that they are headed to the same place.

History: The characters are lifelong friends who have met in the past. Despite their different backgrounds and training, they are already good friends.

Mutual Acquaintances: The characters don't start as friends but are introduced as trusted friends of mutual friends.

Outside Intervention: The characters are called together by an outside force—someone with authority enough to get them to do as he says—and are commanded to work together, at least on the first adventure.

The Cliché: The characters all meet in a tavern over mugs of ale and decide to work together.

BEGINNING THE CAMPAIGN

Start small. Set the first adventure in whatever locale you desire, give the players the information they need for that adventure, and let them know just a little about the surrounding area. Later, you can expand on this information, or the PCs can explore and find out more firsthand. With each successive playing session, give the players a little more information about the campaign setting. Slowly, it will blossom before them into what seems to be a real world.

A great moment in any DM's career is when the players begin to refer to places and people you have created in the campaign as if they were real: "They'd never let you get away with that in the City of Greyhawk!" "I wonder what Lord Nosh is up to these days? He was looking for an apprentice when we saw him last." When those sorts of comments start to flow, you can bask in the glow of a successful campaign.

MAINTAINING A CAMPAIGN

Once it's going, maintaining a campaign becomes as much work as preparing adventures. Keep track of everything that happens, everything that you tell the players about the setting, and work to make it all into a fully actualized world. Build each adventure upon those that came before. Learn from what's happened—both the good and the bad.

CONTEXT

The most important facet of a campaign is a context in which you can set adventures and players can place their characters.

Consistency: The way to make your campaign consistent is to keep accurate notes. If the Inn of the Blue Boar had a creaky door when the PCs visit the place, make sure it has a creaky door when they return (unless you have a reason for why it doesn't creak anymore). Once the players notice consistent details (minor ones, such as the creaking door, or major ones, such as a high priestess's name), they begin to feel that the world you have created is a real place. Keep a notebook or binder with all your notes for the campaign, so that everything is at your fingertips during a game session. If a player asks for the name of the place that someone his character met said was under siege, you should have the answer for him

Calendars and Timekeeping: Keep close track of time. Track the passing of each season so you can describe the weather. Mark the coming and going of holy days and other dates of importance. This practice helps you organizationally, as well as encouraging you to establish a calendar for your setting. It is another way to give your world verisimilitude.

VARIANT: UPKEEP

Instead of worrying about meal prices, lodging, replacing torn clothing, and other miscellaneous costs, as well as to represent the kinds of costs that turn up in daily life that aren't reflected on the tables in Chapter 7 of the *Player's Handbook*, you can require each player to pay a monthly upkeep cost based on the lifestyle of the character.

The upkeep can be assumed to take into consideration every expense except the cost of specific adventuring equipment—even taxes. Ultimately, each player should choose the level of upkeep she's willing to pay.

From most modest to priciest, the levels of upkeep are self-sufficient, meager, poor, common, good, and extravagant.

Self-Sufficient: Cost 2 gp per month. Even if you own your home (or live with someone else), raise your own food, make your own clothes, and so on, you occasionally need to purchase a new pair of shoes, pay a road toll, or buy staples such as salt. Common laborers earn about 3 gp per month, so they usually have to be self-sufficient just to survive.

Meager: Cost 5 gp per month. A meager upkeep assumes that you eat little (or hunt and gather a fair amount of your food in the wild) and sleep in flophouses and occasionally in the street or in the wild.

Poor: Cost 12 gp per month. Poor upkeep means providing for yourself from the most basic of travelers' accommodations, which are nevertheless better than living on the street or in the woods.

Common: Cost 45 gp per month. You live in inns and eat tavern meals every day, a practice that quickly grows to be moderately expensive. This level of upkeep assumes the occasional night drinking in the tavern or a nice glass of wine with dinner.

Good: Cost 100 gp per month. You always stay in your own room at inns, and you eat healthy, solid meals with a glass of wine. You maintain a jaunty style with your clothing and try to keep yourself supplied with the good things in life.

Extravagant: Cost 200 gp per month. You buy and use only the best. You take the finest rooms in the finest inns, eat lavish meals with the best wines, attend and throw stunning parties, have regal clothing, and make flamboyant gestures through large expenditures. You may even own your own impressive home with servants.

Events: Stagnation is unrealistic. Change encourages a feeling of realism. Droughts ruin crops, kingdoms go to war, the queen gives birth to a daughter, the price of steel rises as the iron mines close up, and new taxation policies raise an uproar among the common folk. In the campaign world, just as in the real world, new events happen every day. Unlike in our world, the campaign world might not have the technology to disseminate information quickly, but eventually word of change does reach the characters. Not all events need to be catalysts for adventures. Some serve well just providing background.

A Reactive Environment: Actions that the PCs take should affect the campaign. If the PCs burn down a tavern in the middle of town, the authorities will be after them at least for questioning, if not for punishment or restitution (see Player Characters Out of Control, page 135). When the PCs accomplish something great, people in the campaign world hear about it. Common folk begin to recognize the characters' names and perhaps even their faces. If the characters free a town from a tyrant, the next time they come to that town, conditions should be better—or at least different.

BUILDING ON THE PAST

Another key to maintaining a campaign is building on the past to heighten drama, establish motivation, and flesh out the world. Set the characters up for a hard fall. Establish a place in the campaign world as a wonderful, free, and peaceful area. Then, later on in the campaign, have that place invaded and ravaged by an evil force. Having already established in the characters' (and players') minds that it was a great place, you won't need to provide any sort of exposition to explain why the villains are so evil or give the characters motivation to get involved in stopping them.

Use what has come before and prepare for what is still to come. That approach is what makes a campaign different from a series of unrelated adventures. Some strategies for building on the past to maintain a campaign include using recurring characters, having the PCs form relationships beyond the immediate adventure, changing what the PCs know, hitting the PCs where it hurts, preparing the PCs for the future, and foreshadowing coming events.

Recurring Characters: While this group includes Johanna the innkeeper, who is at the inn each time the PCs return from the dungeon, it also extends to other characters as well. The mysterious stranger that they saw in a back alley of the City of Greyhawk reappears on the road to the Duchy of Urnst, revealing his identity and original intentions. The villain responsible for inciting the goblins to attack the village returns, this time in possession of a powerful magic item. The other adventurers the PCs encountered in the dungeons below Castle Reglis show up just in time to help fight off the black dragon Irrkuth. Overused recurring characters can make a setting seem artificial, but reusing existing characters judiciously not only lends realism but reminds PCs of their own past, thus reaffirming their place in the campaign.

Relationships Beyond the Adventure: The PCs make friends with the innkeeper's son and visit him every time they are in town just to hear another of his jokes. A PC falls in love with an azer princess, and eventually they marry. Old Kragar, a retired fighter, looks upon the PCs as the children he never had. Every year, the centaurs of Chalice Wood deliver a present to the PC who slew the green dragon on the anniversary of his heroic deed. Relationships such as these flesh out the campaign world.

Change What the PCs Know: The king of the elves is replaced by a usurper. The once dangerous roads near the Winding River are now safe, thanks to increased patrols and a powerful group of NPC adventurers who slew most of the monsters in the area. Change a few facts, and you intrigue the players by making them want to know why or how things changed.

Hit Them Where It Hurts: If a PC makes friends with the blacksmith in town, you can make things interesting by having the blacksmith tell the PC that his son was among those kidnapped when the slavers attacked. If the PCs really enjoy visiting the village of Shady Grove, put Shady Grove in the path of the evil cleric's advancing army. Don't overdo revelations of this sort, or else the PCs will never grow attached to anything, for fear of putting that thing in danger. However, this strategy works as a powerful motivator when used in moderation.

Prepare the PCs for the Future: If you know that later in the campaign you want to have trolls rise up from their lairs and begin raiding the Deep Cities of the dwarves, have the PCs hear about the Deep Cities or even visit them on an adventure long before this happens. Doing this will make the troll adventure much more meaningful when it occurs. Threading information into early adventures that informs the PCs of elements of future adventures helps weave a campaign into a whole.

Foreshadow Coming Events: If the kobold that the characters captured speaks about a new troll king, and the PCs hear from dwarves and gnomes the occasional tale of a battle with a troll, they will be better prepared for the time when they must try to stop the trolls from destroying the Deep Cities. They might even follow up on the leads you plant without your ever having to initiate the adventure at all.

CHARACTERS AND THE WORLD AROUND THEM

The PCs live in a living, breathing world. Included here are specific details regarding character classes and their place in the world.

PCS AND NPCS

The NPC classes presented in Chapter 4 of this book showcase the difference between PCs and the rest of the world: The PCs are among the most capable members of the populace, or at least among those with the greatest potential. The variance of ability scores (from 3 to 18 or higher) shows that not all people in the world are created equal, and not all have the same opportunities.

Having the same opportunities, in this case, means having training. Training is the difference between an adept and a wizard, a warrior and a fighter, a commoner and an expert. An NPC with good ability scores might still be a warrior rather than a fighter because he has never had the opportunity to obtain the training to be a fighter. He can swing a sword, but he does not have the finesse of a trained fighter. In theory, however, he could be trained as a fighter at some point after beginning his career as a warrior, gaining fighter levels through multiclassing.

Obviously, however, training isn't always helpful. Someone with an Intelligence score of 6 is never going to be a wizard, since he is unable to cast spells. In theory, though, anyone with the intelligence, the inclination, and the training can learn wizardry.

CLASS ROLES IN SOCIETY

Characters, particularly as they advance in level, need to know how they and those like them fit into the world. This section may be helpful in giving an idea of what classes particular NPCs might belong to, what sorts of NPCs one might find in a world, how PCs can fit in, and what PCs can potentially aspire to. Of course, PCs can form whatever goals they wish, but the following information might at least generate some ideas.

Barbarian: Barbarians, by their nature, have no place in civilized society. In their own tribal society they are hunters, warriors, and war chiefs. But in a civilized community, the best they can hope for is to join fighters' organizations and fill a fighter's roles. Often, fighters from a civilized society will not follow a barbarian leader unless he has somehow proved himself worthy of their loyalty. Barbarians of legend often aspire to gather those like them and found their own tribe, or even their own kingdom.

Bard: Bards serve as entertainers, either on their own, singing for their supper, or in troupes. Some bards aspire to be an aristocrat's personal troubadour. Bards occasionally gather in colleges of learning and entertainment. Well-known, high-level bards often found bard colleges. These colleges serve as the standard educational system for a city as well as a kind of guild where bards can find training and support.

Cleric: Most clerics have an organizational structure built right into their class. Religions usually have hierarchies, and each cleric has his place within the structure. Clerics may be assigned duties by their churches, or they might be free agents. Clerics can serve in the military of an aristocrat sanctioned by their religion, or within some autonomous church-based military order established for defense. A high-level cleric can hope to one day be the shepherd of his own congregation and temple, although some become religious advisors to aristocrats or the leaders of communities of their own, with the people of the community looking to the cleric for religious and temporal guidance. Clerics often work with paladins, and virtually every knightly order has at least one cleric member.

Druid: Druids are often loners. They cloister themselves deep in the wilderness in sacred groves or other areas that they have claimed for themselves, sometimes working with a single ranger or a group of rangers. Druids sometimes organize themselves in loose affiliations. On rare occasions, druids sharing a particular focus may organize themselves as a tight-knit order. Sometimes creatures such as satyrs, centaurs, or other fey join these groups as well.

All druids are at least nominally members of druidic society, which spans the globe. The society is so loose, however, that it may have little influence on a particular druid.

Druids assist and sometimes even lead small, rural communities that benefit from their wisdom and power.

Fighter: These characters often serve as mercenaries or officers in the army. The sheriff in a small town might well be a fighter. Common soldiers and guards are usually warriors (see page 109).

Fighters may be loners or may gather to form martial societies for training, camaraderie, and employment (as mercenary companies, bodyguards, and so on). High-level fighters of great renown typically found such societies. A fighter of common birth can hope to become an aristocrat's champion one day, but those with aspirations to true greatness plan on earning their own grants of land to become nobility in their own right.

Monk: The tradition of monk training started in distant lands but now has become common enough that local people can go off to monasteries and learn the spiritual and martial arts. In large cities, monks learn their skills in special academies. Monks often serve the monastery or academy that trained them. Other times, however, they may join a different monastery or academy. A high-level monk with a good reputation can even found his own monastery or academy.

Only on rare occasions does a monk find a place in society outside his monastery. Such monks can become spiritual advisors, military commanders, or even law enforcers. A unit of monks in an army or in the local constabulary would be feared indeed.

Paladin: Paladins are knights, working for their church or within a knightly order. Qualifying for an order is often difficult, and membership always requires that the paladin follow a specific code of conduct. These orders sometimes allow nonpaladins as members, with good-aligned rangers and fighters being the most common sort of nonpaladin members.

Paladins can serve in the military force of an aristocrat sanctioned by their religion, or within some autonomous church-based military order established for defense. A high-level paladin might seek to rule his own domain (to bestow him just benevolence upon the masses), establish his own temple where none existed before, or to serve as the trusted lieutenant of a high priest or worthy aristocrat. Paladins in such service are often called justiciars or something similar, implying that the paladin is in charge of dispensing church-sanctioned justice.

Ranger: Rangers often seclude themselves, wandering into the wilderness for long stretches of time. If they aspire to leadership, it is often as the warden of a small frontier community. Some rangers form loose-knit and often secretive organizations. These ranger groups watch over events in the land, and their members gather to exchange information. They often have the best view of the grand picture of everything that occurs. High-level rangers aspire to found their own ranger societies or to establish and rule new communities, often those they have carved out of the wilderness itself.

Rangers and druids often work together, even sharing the same secretive network. Sometimes a ranger group includes a few druids, or vice versa.

Rogue: Rogues may serve in armies as spies or scouts. They can work as operatives of temples or as general troubleshooters for aristocrats, having attained these unique positions because of the versatility of their skills and abilities.

Frequently, however, rogues gather together in guilds devoted to their area of expertise: theft. Thieves' guilds are common. The larger a city is, the more likely it is to have a thieves' guild. The populace and the constabulary sometimes hate these guilds. At other times they are tolerated or even accepted, so long as they don't allow themselves to get out of hand in their work. Acceptance is often gained through bribery in politically corrupt areas.

Sorcerer: To the general populace, sorcerers are indistinguishable from wizards. They often fill the same roles as wizards in society, although they rarely join wizards' guilds, since they have no need to research and study. Sorcerers, more than wizards, keep to themselves. Sorcerers are more likely to hang about the fringes of society, among creatures that other people would consider monsters.

Conversely, some sorcerers find that military life suits them even better than wizards. Sorcerers focused on battle spells are more deadly than wizards, and they often are better with weapons. A high-level sorcerer might aspire to the same sorts of goals a wizard would. Despite their similarities, their differing approaches means wizards and sorcerers find themselves in conflict more often than they get along.

Wizard: Wizards can serve many roles in society. Wizards for hire are useful to the military as firepower (some armies employ entire units of wizards to blast the enemy, protect troops from danger, tear down castle walls, and so on). Or a wizard can serve the community as a well-paid troubleshooter—someone able to rid the town of vermin, stop the levee from bursting, or foretell the future. A wizard can open a shop and sell magic items he creates or cast needed spells for a fee. He can aspire to serve an aristocrat as an advisor and chief wizard, or to even rule over a community on his own. Sometimes, the public fears a wizard for his power, but more often than not the local wizard is a highly respected member of the community.

Wizards sometimes gather in guilds, societies, or cabals for mutual research, and to live among those who understand the endless fascination of magic. Only the most powerful and famous of wizards have the reputations necessary to found permanent establishments, such as a wizard's school. Where they exist, wizards' guilds control such issues as the price and availability of spells and magic items in a community.

GUILDS AND ORGANIZATIONS

As mentioned in many of the preceding descriptions, characters often gather in groups with characters of the same class. Sometimes this is simply the best way to keep one's place in society and to make friends with common interests. Sometimes it's required by law or outside pressure. For example, if you're a wizard in the

town of Dyvers, you had better register with the local wizards' cabal. To do otherwise and use magic without the cabal's blessing results in swift retribution. Thieves' guilds are also notorious for the displeasure with which they view nonmember rogues operating in their area, and the vigor of their response. On the other hand, guilds can be simply beneficial to members of the appropriate class (see below). Or they can be a way of controlling characters of a specific class by some outside force. For example, a city might require all bards who perform within its city walls to be licensed by the local bards' guild, the better to suppress scandalous ballads that are overly critical of local figures.

Guilds often require dues, oaths of loyalty, or other commitments from their members. The extent of these requirements should be based on the number and quality of benefits a member gains. Tangible benefits include any or all of the following.

- Training
- Equipment availability (sometimes at a discount)
- Lodging
- Information
- Job opportunities
- Influential contacts
- Legal benefits (members are allowed to do things others can't)
- Safety

One good reason to join a guild is to get an assist in character training. If you use training requirements and/or costs in your game, guilds can offer training at reduced rates to their members. And guild members are always assured of having a trainer when the time comes. Guilds that offer training often do so for free, but then they require yearly dues of at least 1,000 gp. Other groups offer training at half normal cost and only charge dues of 50 gp.

Not every organization need be based on class. The Defenders of Truth is an organization made up of members of almost every class (even rogues) based on upholding order and the rights of the people in a localized community. The Society of the Claw is a secretive, evil group of monks, fighters, rogues, and sorcerers who seek to overthrow the king and take control of the kingdom on their own.

WAR AND OTHER CALAMITIES

As a campaign progresses, the land or even the world will eventually be shaken by drastic events. The most common of these drastic events is the outbreak of war. War can provide a backdrop for the campaign, existing mainly in the background of the action. It can also help generate adventures, because people and places will develop needs based on the conflict, such as when a city cut off from all supplies needs help, a plague started by the war ravages the land, or a shipment of arms needs guards. It can even involve the PCs directly as they join one side or the other, acting as spies, a small strike force, or even commanders in the army.

During wartime, authorities may restrict or even confiscate materials and supplies—horses, food, weapons, vital ores, and other equipment. Able-bodied people may be conscripted into the ranks of the army. The PCs may find themselves unable to get the equipment they require for an adventure, or may even find their equipment—or themselves—confiscated by the authorities for the war effort.

INVASION IN THE D&D GAME

A war staged in a fantasy world is similar to one fought in the real world, but the fantastic elements of the setting—magic, heroes, and monsters—create some obvious differences in tactics that are reflected in the composition of the armies. In a war in the D&D game, an invasion force usually has several components: the army, monsters, and the strike team.

The Army: If a major invasion takes place, the invading army is composed mainly of conscripts. These serve as skirmishers and infantry. More extensively trained professional soldiers with better equipment support the conscripts as infantry and archers. Knights, cavalry, and units composed of wizards, sorcerers, and/or clerics fill specialized roles in the army.

Typical Conscript: A typical conscript is a 1st-level commoner wearing padded armor and carrying a wooden shield and a short-spear. After a conscript has been dealt even one wound, even if he's still above 0 hit points, he most likely drops to the ground and pretends to be dead. Conscripts don't follow orders well, and they often break ranks and flee when the fight goes against them.

Typical Soldier: Most soldiers are 1st-level warriors who wear studded leather armor and carry either a Small or Medium martial weapon (default to a longsword) and a wooden shield or a longbow. These soldiers are professionals or experienced conscripts from harsh lands where conflict is common. They're better trained and more likely to hold their ground and follow orders than typical conscripts.

Typical Mounted Soldier: A typical mounted soldier is a 1st-level warrior wearing scale mail and bearing a lance, a wooden shield, and a Medium martial weapon (default to a longsword). These soldiers are always professionals, and they are among the best trained typical warriors on the field.

Knights and Spellcasters: Actual members of the fighter class are rare on the battlefield. Typically, they wear chainmail or a breastplate and serve as armed knights (though they may not hold a title) and commanders. Just as rare as actual fighters are wizards, sorcerers, or clerics present to provide magical support and firepower. Well-funded and well-organized armies have small units of low-level spellcasters armed with wands or other magic items that allow them to execute multiple magical attacks. Other armies elect to have a single spellcaster with each unit of soldiers to cast protective spells or supplement the soldiers' attacks with offensive spells. Clerics are particularly welcome additions to any army, since they wear armor without hampering their spellcasting and wield weapons effectively in addition to casting spells. They can also help heal the fallen. In fact, a small unit of clerics with *wands of cure light wounds* is an effective second wave that can be assigned to follow the main force into battle and heal the fallen, providing a wave of reinforcements.

Monsters: Aerial cavalry on griffons or hippogriffs, *charmed* monsters and animals, and summoned creatures frequent the battlefield. Mounted lancers on elephants and triceratopses clash with goblins riding worgs and orcs riding dire tigers. Dragons circle the combat, their breath weapons decimating entire units of soldiers at once.

The Strike Team: Exceptional characters of higher than 1st level serve their side in a special way. They assist the main army in a battle, as mentioned above, as knights or magical support, or they work in a mixed-class unit (similar to an adventuring party) that confronts special threats such as enemy commanders, a defender's strong points, *charmed* monsters, or their counterparts on the opposite side. They can also form small strike teams that go into enemy territory to take out commanders, destroy supply storehouses, steal plans, weaken defenses, or perform any number of other special missions. Having a party serve as a strike team is a great way to get PCs involved in a war without having to run endless huge battles at the forefront of the game session. (Although such battles can be entertaining, they're just as useful to the campaign in general if they remain in the background.)

OTHER CALAMITIES

Other major threats beyond war include earthquakes, large-scale storms (such as hurricanes), plagues, and famine. Like war, these calamities drain the resources of the common folk. They also create dangerous and horrible situations that spark adventures for PCs who seek to solve the problems or alleviate the suffering of others.

OTHER CAMPAIGN ISSUES

Other factors in dealing with campaigns include introducing new players to an ongoing campaign, fostering player goals, changing alignments, managing the transition of PCs from low to high levels, and coping with increasing character power.

INTRODUCING NEW PLAYERS

Players come and go. When a new player joins the group, take the average of the levels of the existing PCs and allow the new player to create a character of that level. The only exception to this guideline is when the new player is completely unfamiliar with the D&D game. In that case, it's easiest for that player to start with a 1st-level character.

Working a new character into the group is similar to establishing why the group got together in the first place, but can be more difficult if the party is in the middle of an adventure. A few possibilities are given below.

- The new PC is a friend or relative of one of the existing PCs and finally caught up with the group to join in.
- The new PC is a prisoner of the foes the existing PCs are fighting. When they rescue him, he joins their group.
- The new PC was a part of another adventuring group that was wiped out except for him.
- The new PC was sent to the site for reasons unrelated to the party's adventure (which might lead later to another adventure that the new PC can initiate) and joins with the existing PCs because there's strength in numbers.

FOSTERING PLAYER GOALS

Players should eventually develop goals for their characters. Goals might include joining a particular guild, starting their own church, building a fortress, starting a business, obtaining a particular magic item, getting powerful enough to defeat the enemies threatening their hometown, finding a lost brother, or tracking down the villain who escaped them long ago. You should not only encourage goals for characters, but you should be willing to design adventures based around them. Goals shouldn't be easy to attain, but a player should always at least have the opportunity to realize the goals he developed for his character (assuming they are at all realistic).

CHANGING ALIGNMENT

A character can have a change of heart that leads to the adoption of a different alignment. Alignments aren't commitments, except in specific cases (such as for paladins and clerics). Player characters have free will, and their actions often dictate a change of alignment. Here are two examples of how a change of alignment can be handled.

- A player creates a new character, a rogue named Garrett. The player decides he wants Garrett to be neutral good and writes that on Garrett's character sheet. By the second playing session of Garrett's career, however, it's clear that the player isn't playing Garrett as a good-aligned character at all. Garrett likes to steal minor valuables from others (although not his friends) and does not care about helping people or stopping evil. Garrett is a neutral character, and the player made a mistake when declaring Garrett's alignment because he hadn't yet really decided how he wanted to play him. The DM tells the player to erase "good" on Garrett's character sheet, making his alignment simply "neutral." No big deal.
- An NPC traveling with the PCs is chaotic evil and is pretending to be otherwise because he was sent to spy on them and foil their plans. He has been evil all his life, and he has lived among others who acted as he did. As he fights alongside the good-aligned PC adventurers, however, he sees how they work together and help each other. He begins to envy them their camaraderie. Finally, he watches as the paladin PC gives his life to save not only his friends, but an entire town that was poised on the brink of destruction at the hands of an evil sorcerer. Everyone is deeply moved, including the evil NPC, and the town celebrates and honors the paladin's self-sacrifice. The townfolk hail the adventurers as heroes. The NPC is so moved that he repents, casting aside his own evil ways (and his mission). He becomes chaotic neutral, but he is well on his way to becoming chaotic good, particularly if he remains in the company of the PCs. If the PCs had not acted so gallantly, he might not have changed his ways. If they turn on the NPC when they learn of his past, he may turn back to evil.

Most characters incur no game penalty for changing alignment, but you should keep a few points in mind.

You're in Control: You control alignment changes, not the players. If a player says, "My neutral good character becomes chaotic good," the appropriate response from you is "Prove it." Actions dictate alignment, not statements of intent by players.

Alignment Change Is Gradual: Changes in alignment should not be drastic. Usually, a character changes alignment only one step at a time—from lawful evil to lawful neutral, for example, and not directly to neutral good. A character on his way to adopting another alignment might have other alignments during the transition to the final alignment.

Time Requirements: Changing alignment usually takes time. Changes of heart are rarely sudden (although they can be). What you want to avoid is a player changing his character's alignment to evil to use an evil artifact properly and then changing it right back when she's done. Alignments aren't garments you can take off and put on casually. Require an interval of at least a week of game time between alignment changes.

Indecisiveness Indicates Neutrality: Wishy-washy characters should just be neutral. If a character changes alignment over and over again during a campaign, what's really happened is that the character hasn't made a choice, and thus he is neutral.

Exceptions: There are exceptions to all of the above. For instance, it's possible (although unlikely) that the most horrible neutral evil villain has a sudden and dramatic change of heart and immediately becomes neutral good.

THE TRANSITION FROM LOW TO HIGH LEVEL

One of the most rewarding and fun aspects of a campaign, for players and DMs alike, is the slow but steady transition from 1st level through the low levels (2nd–5th) to the middle levels (6th–11th) into the high levels (12th–15th) and finally to the very high levels (16th–20th). You should be aware that low-level play and high-level play are very different experiences. At low levels, it's difficult to keep the characters alive. At high levels, it's difficult to cause them a lot of harm. Although you should be impartial overall, at low levels make sure that the challenges the PCs face aren't far too tough for them. There's plenty of time at the higher levels when you can feel free to take off the kid gloves and throw whatever you want at them. High-level characters have the power and resources to survive and overcome just about anything.

Low Level

As characters start out and even after they gain a few levels, the following points apply.

- Characters are fragile. Save bonuses, AC, and hit points are all low.
- Characters can face only a few encounters before resting.
- Characters shouldn't stray far from civilization.
- Characters can't count on having a specific capability. Even if a cleric prepares a certain spell, for example, there's no guarantee that he will still have it in his repertoire when he really needs it. Spell durations are short, and resources are few.

Higher Levels

As characters gain more levels, the following points become increasingly pertinent.

- Characters are very tough. Save bonuses, AC, and hit points are all high.
- Characters can survive many encounters before resting. At very high levels, the need for rest is rarely an issue.
- Characters can provide their own food, their own magic items, and their own healing. They can even raise each other from the dead.
- Given time, characters can do almost anything. Even if the wizard in the group doesn't know the *disintegrate* spell, you can place a barrier that can only be bypassed by *disintegrate* and count on the party being able to get past it. (They can obtain access to the spell in some way, or use their other resources to achieve the same goal.) At very high levels, don't be afraid to throw just about any challenge in the way of the characters. All kinds of character actions—movement, durability, dealing damage, influencing others, accumulating information, and adaptation to circumstances and environments—have a higher chance of success at higher levels.

CHARACTER POWER LEVELS

As the campaign progresses, the PCs get more powerful through level advancement, the acquisition of money and magic items, and the establishment of their reputations. You have to carefully match this advancement with increasing challenges, both in foes who must be overcome and in the deeds that must be performed.

In addition, however, you need to watch the PCs closely and make sure that they neither get out of control because of their increased power nor fail to use what's put before them. While it's up to them to make decisions regarding their characters' advancement and what they do with their newfound abilities, it's up to you to keep control of the campaign, maintain balance (see Keeping Game Balance, page 13), and keep things running smoothly.

Character Wealth

One of the ways in which you can maintain measurable control on PC power is by strictly monitoring their wealth, including their magic items. Table 5–1: Character Wealth by Level is based on average treasures found in average encounters compared with the experience points earned in those encounters. Using that information, you can determine how much wealth a character should have based on his level.

The baseline campaign for the D&D game uses this "wealth by level" guideline as a basis for balance in adventures. No adventure meant for 7th-level characters, for example, will require or assume that the party possesses a magic item that costs 20,000 gp.

Table 5–1: Character Wealth by Level

Character Level	Wealth	Character Level	Wealth
2nd	900 gp	12th	88,000 gp
3rd	2,700 gp	13th	110,000 gp
4th	5,400 gp	14th	150,000 gp
5th	9,000 gp	15th	200,000 gp
6th	13,000 gp	16th	260,000 gp
7th	19,000 gp	17th	340,000 gp
8th	27,000 gp	18th	440,000 gp
9th	36,000 gp	19th	580,000 gp
10th	49,000 gp	20th	760,000 gp
11th	66,000 gp		

Player Characters out of Control

Power can get out of hand. Power corrupts. PCs may do things that show their arrogance, or their contempt for those below them, as they advance in power. A 10th-level fighter may feel that he no longer has to treat the duke with respect since he can single-handedly defeat all the duke's soldiers. A powerful wizard might feel so unstoppable that he wantonly tosses around *fireballs* in the middle of town. While it's fine for PCs to enjoy their abilities as they advance in level (that's the whole point), they shouldn't be allowed to do whatever they wish. Even high-level characters shouldn't run about completely unchecked.

Players should always remember one fact: There's always someone more powerful. You should set up your world with the idea that the PCs, while special, are not unique. Other characters, many of them quite powerful, have come along before the PCs. Institutions of influence have had to deal with individuals of great power long before the PCs. The duke may have some powerful warrior or fighter on retainer as a champion for when someone gets out of line. The city constabulary probably has a *rod of negation* or a scroll of *antimagic field* to deal with out-of-control wizards. The point is that NPCs with resources will be prepared for great danger. The sooner the PCs realize this, the less likely they will run amok in your campaign world.

WORLD-BUILDING

You may wish to build your own world. It's a challenging and rewarding task, but it can also be a time-consuming one.

Once you have decided to create your own world, you face a number of choices. Do you make it like the real world, drawing from history and real-world knowledge, or do you create something completely different? Do you draw from your favorite fictional setting or create it all on your own? Do the laws of physics work as we know them, or is the world flat with a dome of stars overhead? Do you use the standard races, classes, and equipment in the *Player's Handbook*, or do you create new ones? The questions alone are daunting, but for those who love world-building, they are also exciting.

So where do you start? There are two approaches to creating a campaign world.

Inside Out: Start with a small area and build outward. Don't even worry about what the whole world looks like, or even the kingdom. Concentrate first on a single village or town, preferably with a dungeon or other adventure site nearby. Expand slowly and only as needed. When the PCs are ready to leave the initial area (which might not be for ten or more playing sessions, depending on your first adventures), expand outward in all directions so you're ready no matter which way they go. Eventually, you will have an entire kingdom developed, with the whole derived from what follows from the initial starting point. Proceed to other neighboring lands, determining the political situation in each one. Keep accurate notes as you play, for you may develop rumors of hostilities with a neighboring kingdom before you ever develop the kingdom itself!

The advantage to this method is that you don't need to do a lot of work to get started. Whip up a small area—probably with a small community—design an adventure, and go. This method also ensures that you won't develop areas of the campaign that are never visited by the PCs and that you can develop things (and change your mind) as you go.

Outside In: Start with the big picture—draw a map of an entire continent or a portion thereof. Alternatively, you could start with a grand design for how a number of kingdoms and nations interact or the outline of a vast empire. You could even start with a cosmology, deciding how the deities interact with the world, where the world is positioned in relation with other worlds, and what the world as a whole looks like. Only after you have this level of concept design worked out should you focus on a particular area.

When you begin more detailed work, start with large-scale basics and work down to small-scale details. For example, after you have constructed your continent map, pick a single kingdom and create the ruler or rulers and the general conditions. From there, focus on some substate or region within the kingdom, develop who and what lives there (and why), and pepper the region with a few hooks

and secrets for later development. Finally, once you get down to the small scale—a single community, a particular patch of forest or valley, or wherever you choose to start the campaign—develop the area in great detail. The specifics of the small area should reflect and tie back to the basics you have set up for the larger areas.

This method ensures that once you have started the campaign, you're already well on your way to having a complete setting. When things are moving along quickly in the campaign, you can focus on the characters and individual adventures, because the world is mostly done. This method also allows you to use foreshadowing of larger events, faraway places, and grander adventures early on in the campaign.

GEOGRAPHY

Campaigns need worlds. Worlds have geography. This means that when creating your world, you need to place the mountains, the oceans, the rivers, the towns, the secret fortresses, the haunted forests, the enchanted places, and all the other locales and features.

If you want a realistic world, use encyclopedias and atlases to learn more about topography, climate, and geography (natural and political). You only need the basics to create a fantasy world, unless you or your players are sticklers for accuracy. Research and learn as much as you need to create a world that will please your players. In general, however, if you know a little about how terrain affects climate, how different types of terrain interact (mountains usually follow coastlines, for example), and how both climate and terrain determine where people usually live, that should be enough.

When you're done, you can create the map or maps you need for your campaign.

Climate/Terrain Types

There are three different climate types and eight different terrain types that you need to be concerned with in the D&D game, although you could create additional types for your own world. These climate and terrain types are those referenced in monster descriptions in the *Monster Manual* and in the wilderness encounter lists found in Chapter 3: Adventures.

You should assign each region of your world a climate/terrain type to designate what sort of landscape it has, what seasons and weather conditions prevail there, and what creatures inhabit the area.

Some of these types are incompatible. For example, without some sort of magical event, you won't find a tropical rain forest (a warm climate zone) next to an arctic plain (a cold climate zone). Some terrain types are much more habitable to the common races from which PCs are derived than others, although all have monsters, animals, and intelligent creatures native to them.

Cold: This climate type describes arctic and subarctic areas. Any area that has winter conditions for a larger portion of the year than any other seasonal variation is cold.

Temperate: This climate type describes areas that have alternating warm and cold seasons of approximately equal length.

Warm: This climate type describes tropical and subtropical areas. Any area that has summer conditions for a larger portion of the year than any other seasonal variation is warm.

Aquatic: This terrain type is composed of fresh or salt water.

Desert: This terrain type describes any dry area with sparse vegetation.

Plains: Any fairly flat area that is not a desert, marsh, or forest is considered plains.

Forest: Any area covered with trees is forest terrain.

Hills: Any area with rugged but not mountainous terrain is hills terrain.

Mountains: Rugged terrain that is higher in elevation than hills is considered mountains.

Marsh: Low, flat, waterlogged areas are marsh terrain.

Underground: Subterranean areas are designated as underground terrain.

Ecology

Once you have determined the lay of the land, you can develop what lives where.

The *Monster Manual* gives a climate/terrain type for each kind of creature. With that information to work with, decide which creatures live where within each region of your world. If you have room on your map to mark such information, do so. It will help you keep track of things later on, both when determining random encounters and when developing adventure plots. For example, if you know that the PCs are on their way to the village of Thorris, you can see that living in the marsh nearby are hags, harpies, and a black dragon that the travelers might encounter. You can also use this information to create an adventure involving Thorris and the black dragon in which the dragon coerces the hags to attack the people living there.

Considering the ecology issues of the marsh helps you explain the creatures' existences. What do the hags eat? What about the harpies? They must compete for resources, so do they avoid each other, or do they fight? The world is a predator-heavy one, based on the creatures described in the *Monster Manual*. Designing your world's ecology means coming up with a way to make sense of how it all works together. Perhaps there's bountiful prey in most areas that an overall abundance of vibrant, energy-rich plant life might help explain. Perhaps the predators prey upon each other. You don't have to design a complete food chain, but giving thought to some ecology issues will help you answer player questions later—and that will help make your world seem real to them.

DEMOGRAPHICS

Once the geography is determined, you can populate your world. This step is more important than monster placement and general ecology, not only because the PCs will spend more time in civi-

BEHIND THE CURTAIN: HOW REAL IS YOUR FANTASY?

This section on world-building assumes that your campaign is set in a fairly realistic world. That is to say that while wizards cast spells, deities channel power to clerics, and dragons raze villages, the world is round, the laws of physics are applicable, and most people act like real people. The reason for this assumption is that unless they are told otherwise, this situation is what your players expect.

That said, you could create a world that is very different from even these basic premises. Your campaign could be set within a hollow world, on a flat world, or on the inside of a tube that spins around the sun.

You could change the laws of physics to produce a world with objects or materials so light that they float, areas where time flows at a different rate, or the very real threat that the ocean might wash seafarers off the side of the world so that they fall forever in an eternal waterfall. One point to keep in mind if you're going to change premises that we all take for granted, however, is that you should try to maintain some consistency. If time passes more slowly as you move away from the central Mountain of the Earth's Heart, then this fact should always be true. The people of the world should understand and accept this reality. If that's the way the world works, it wouldn't seem odd to them.

You could establish a land where people are so truly good that no government or organization is needed to maintain order or peace. Or you could create a land where everyone is born evil, the scions of an evil progenitor god, and they all work together for the downfall of goodness. Such people are not realistic, but they're certainly interesting.

lized areas, but also because the players have real-world experiences to measure their game experiences against when they're among other people.

People, in general, live in the most convenient places possible. They try to place their communities near sources of water and food, in comfortable climates, and close to sources of transportation (seas, rivers, flat land to build roads on, and so on). Of course, exceptions exist, such as a town in the desert, an isolated community in the mountains, and a secret city in the middle of a forest or at the top of a mesa. But there is also always a reason for those exceptions: The city at the top of the mesa is placed there for defense, and the isolated community in the mountains exists because the people there want to cut themselves off from the rest of the world.

Table 5–2: Random Town Generation shows a breakdown of different community sizes. Small communities are much more common than larger ones. In general, the number of people living in small towns and larger communities should be about 1/10 to 1/15 the number living in villages, hamlets, thorps, or outside a community at all. You might create a metropolis at the civilized center of the world with 100,000 people, but such a community should be the exception, not the rule. The more closely a city's location conforms to the ideal parameters (near food and water, in a comfortable climate, close to sources of transportation), the larger it can become. A secret city on top of a mesa might exist, but it's unlikely to be a metropolis. People living in cities need food, so if no nearby sources of food (farms, plenty of wild animals, herds of livestock) are present, the community needs efficient transportation sources to ship food in. It needs some other renewable resource as well, such as nearby forests to harvest for timber or minerals to mine, to produce something to exchange for the imported food.

Small, agricultural-based communities are likely to surround a larger city and help to supply the city population with food. In such cases, the larger community is probably a source of defense (a walled town, a castle, a community fielding a large number of deployable troops) that inhabitants of surrounding communities can seek refuge in or rely on to defend them in times of need.

Sometimes, a number of nearby small communities clump together with no large community at the center. These small villages and hamlets form a support network, and the local lord often boasts a centrally located castle or fortress used as a defensible place to which the villagers can flee when threatened.

On a larger scale, the borders of kingdoms and countries usually coincide with physical, geographical barriers. Countries that draw boundaries through plains, farms, and undulating hills usually fight a lot of battles over such borders and have to redraw the borders frequently until they coincide with natural barriers. Therefore, mountain ranges, rivers, or abrupt landscape changes should usually mark the borders between lands in your world.

Generating Towns

When the PCs come into a town and you need to generate facts about that town quickly, you can use the following material. To randomly determine the size of a community, roll on Table 5–2 below.

Table 5–2: Random Town Generation

d%	Town Size	Population*	GP Limit
01–10	Thorp	20–80	40 gp
11–30	Hamlet	81–400	100 gp
31–50	Village	401–900	200 gp
51–70	Small town	901–2,000	800 gp
71–85	Large town	2,001–5,000	3,000 gp
86–95	Small city	5,001–12,000	15,000 gp
96–99	Large city	12,001–25,000	40,000 gp
100	Metropolis	25,001 or more	100,000 gp

* Adult population. Depending on the dominant race of the community, the number of nonadults will range from 10% to 40% of this figure.

Community Wealth and Population

Every community has a gold piece limit based on its size and population. The gold piece limit (see Table 5–2) is an indicator of the price of the most expensive item available in that community. Nothing that costs more than a community's gp limit is available for purchase in that community. Anything having a price under that limit is most likely available, whether it be mundane or magical. While exceptions are certainly possible (a boomtown near a newly discovered mine, a farming community impoverished after a prolonged drought), these exceptions are temporary; all communities will conform to the norm over time.

To determine the amount of ready cash in a community, or the total value of any given item of equipment for sale at any given time, multiply half the gp limit by 1/10 of the community's population. For example, suppose a band of adventurers brings a bagful of loot (one hundred gems, each worth 50 gp) into a hamlet of 90 people. Half the hamlet's gp limit times 1/10 its population equals 450 (100 ÷ 2 = 50; 90 ÷ 10 = 9; 50 × 9 = 450). Therefore, the PCs can only convert nine of their recently acquired gems to coins on the spot before exhausting the local cash reserves. The coins will not be all bright, shiny gold pieces. They should include a large number of battered and well-worn silver pieces and copper pieces as well, especially in a small or poor community.

If those same adventurers hope to buy longswords (price 15 gp each) for their mercenary hirelings, they'll discover that the hamlet can offer only 30 such swords for sale, because the same 450 gp limit applies whether you're buying or selling in a given community.

Power Center for the Community

Sometimes all the DM needs to know about a community is who holds the real power. To determine this fact randomly, use the table below, modifying the d20 roll according to the size of the community. As indicated in the list of modifiers, any community the size of a small city or larger has more than one power center. The types of power centers—conventional, monstrous, nonstandard, and magical—are defined below.

Power Centers

Community Size	Modifier to d20 roll
Thorp	–1
Hamlet	+0
Village	+1
Small town	+2
Large town	+3
Small city	+4 (roll twice)
Large city	+5 (roll three times)
Metropolis	+6 (roll four times)

d20	Power Center Type
13 or less	Conventional*
14–18	Nonstandard
19 or more	Magical

* 5% of communities with a conventional power center have a monstrous power center in addition to the conventional one.

Conventional: The community has a traditional form of government—a mayor, a town council, a noble ruling over the surrounding area under a greater liege, a noble ruling the community as a city-state. Choose whichever form of government seems most appropriate to the area.

Monstrous: Consider the impact on a community of a dragon that occasionally makes nonnegotiable demands and insists on being consulted in major decisions, or a nearby ogre tribe that must be paid a monthly tribute, or a mind flayer secretly controlling the minds of many of the townsfolk. A monstrous power center represents any influence (beyond just

a simple nearby danger) held by a monstrous being or beings not native to the community.

Nonstandard: While the community may have a mayor or a town council, the real power lies in other hands. It may center on a guild—a formal organization of merchants, craftsmen, professionals, thieves, assassins, or warriors who collectively wield great influence. An aristocracy, in the form of one or more rich individuals with no political office, may exert influence through wealth. A prestigious aristocracy, such as a group of accomplished adventurers, may exert influence through their reputation and experience. Wise elders may exert influence over those who respect their age, reputation, and perceived wisdom.

Magical: This type of power center can take the form of a temple full of priests or a single sorcerer cloistered in a tower. A wizard or cleric might be the actual, official ruler of the town, or he may just be someone with a great deal of influence.

Alignment of Power Centers

The alignment of the ruler or rulers of a community need not conform to the alignment of all or even the majority of the residents, although this is usually the case. In any case, the alignment of the power center strongly shapes the residents' daily lives. Due to their generally organized and organizing nature, most power centers are lawful.

To randomly determine the alignment of a power center, roll d% and refer to the table below. How a power center of a given alignment acts, or how it is perceived by the community, is discussed following the table.

Power Center Alignment

d%	Alignment	d%	Alignment
01–35	Lawful good	64	Chaotic neutral
36–39	Neutral good	65–90	Lawful evil
40–41	Chaotic good	91–98	Neutral evil
42–61	Lawful neutral	99–100	Chaotic evil
62–63	Neutral		

Lawful Good: A community with a lawful good power center usually has a codified set of laws, and most people willingly obey those laws.

Neutral Good: A neutral good power center rarely influences the residents of the community other than to help them when they are in need.

Chaotic Good: This sort of power center influences the community by helping the needy and opposing restrictions on freedom.

Lawful Neutral: A community with a lawful neutral power center has a codified set of laws that are followed to the letter. Those in power usually insist that visitors (as well as residents) obey all local rules and regulations.

Neutral: This sort of power center rarely influences the community. Those in power prefer to pursue their private goals.

Chaotic Neutral: This sort of power center is unpredictable, influencing the community in different ways at different times.

Lawful Evil: A community with a lawful evil power center usually has a codified set of laws, which most people obey out of fear of harsh punishment.

Neutral Evil: The residents of a community with a neutral evil power center are usually oppressed and subjugated, facing a dire future.

Chaotic Evil: The residents of a community with a chaotic evil power center live in abject fear because of the unpredictable and horrific situations continually placed upon them.

Conflicting Power Centers

If a community has more than one power center, and two or more of the power centers have opposing alignments (either good vs. evil or law vs. chaos), they conflict in some way. Such conflict is not always open, and sometimes the conflicting power centers grudgingly get along.

For example, a small city contains a powerful chaotic good wizards' guild but is ruled by a lawful good aristocrat. The wizards are sometimes exasperated by the strict laws imposed by the aristocrat ruler and occasionally break or circumvent them when it serves their (well-intentioned) purposes. Most of the time, though, a representative from the guild takes their concerns and disagreements to the aristocrat, who attempts to equitably resolve any problems.

Another example: A large city contains a powerful lawful evil fighter, a lawful good temple, and a chaotic evil aristocrat. The selfish aristocrat is concerned only with his own gain and his debauched desires. The fighter gathers a small legion of warriors, hoping to oust the aristocrat and take control of the city herself. Meanwhile, the clerics of the powerful temple help the citizenry as well as they can, never directly confronting the aristocrat but aiding and abetting those who suffer at his hands.

Community Authorities

It's often important to know who makes up the community's authority structure. The authority structure does not necessarily indicate who's in charge, but instead who keeps order and enforces the authority that exists.

Constable/Captain of the Guard/Sheriff: This position generally devolves upon the highest-level warrior in a community, or one of the highest-level fighters. To randomly determine the class and level of a community's constable, roll d% and refer to the following table.

d%	Officeholder
01–60	Highest-level warrior
61–80	Second highest-level fighter
81–100	Highest-level fighter

Use the tables in the next section to determine the constable's level.

Guards/Soldiers: For every 100 people in the community (round down), the community has one full-time guard or soldier. In addition, for every 20 people in the community, an able-bodied member of the local militia or a conscript soldier can be brought into service within just a few hours.

Other NPCs in the Community

For detailed city play, knowing exactly who lives in the community becomes important. The following guidelines allow you to determine the levels of the most powerful locals and then extrapolate from that to determine the rest of the classed characters living there.

Highest-Level NPC in the Community for Each Class: Use the following tables to determine the highest-level character in a given class for a given community. Determine the appropriate community modifier by consulting the first table below; then refer to the second table, roll the dice indicated for the class, and apply the modifier to get a result.

A result of 0 or lower for character level means that no characters of that kind can be found in the community. The maximum level for any class is 20th.

Total Characters of Each Class

Use the following method for determining the levels of all the characters in a community of any given class.

For PC classes, if the highest-level character indicated is 2nd level or higher, assume the community has twice that number of characters of half that level. If those characters are higher than 1st level, assume that for each such character, the community has two of half that level. Continue until the number of 1st-level characters is generated. For example, if the highest-level fighter is 5th

level, then the community also has two 2nd-level fighters and four 1st-level fighters.

Do the same for NPC classes, but leave out the final stage that would generate the number of 1st-level individuals. Instead, take the remaining population after all other characters are generated and divide it up so that 91% are commoners, 5% are warriors, 3% are experts, and the remaining 1% is equally divided between aristocrats and adepts (0.5% each). All these characters are 1st level.

Using these guidelines and the tables in the previous section, the breakdown by class and level for the population of a typical hamlet of two hundred people looks like this:

- One 1st-level aristocrat (mayor)
- One 3rd-level warrior (constable)
- Nine 1st-level warriors (two guards, seven militia members)
- One 3rd-level expert smith (militia member)
- Seven 1st-level expert crafters and professionals of various sorts
- One 1st-level adept
- One 3rd-level commoner barkeep (militia member)
- One hundred sixty-six 1st-level commoners (one is a militia member)
- One 3rd-level fighter
- Two 1st-level fighters
- One 1st-level wizard
- One 3rd-level cleric
- Two 1st-level clerics
- One 1st-level druid
- One 3rd-level rogue
- Two 1st-level rogues
- One 1st-level bard
- One 1st-level monk

Community Modifiers

Community Size	Community Modifier
Thorp	–3[1]
Hamlet	–2[1]
Village	–1
Small town	+0
Large town	+3
Small city	+6 (roll twice)[2]
Large city	+9 (roll three times)[2]
Metropolis	+12 (roll four times)[2]

1 On a d% roll of 96–100, a thorp or a hamlet adds +10 to the modifier when determining the level of a ranger or druid.

2 Cities this large can have more than one high-level NPC per class, each of whom generates lower-level characters of the same class, as described below.

Highest-Level Locals

Class	Character Level
Adept	1d6 + community modifier
Aristocrat	1d4 + community modifier
Barbarian[1]	1d4 + community modifier
Bard	1d6 + community modifier
Cleric	1d6 + community modifier
Commoner	4d4 + community modifier
Druid	1d6 + community modifier
Expert	3d4 + community modifier
Fighter	1d8 + community modifier
Monk[1]	1d4 + community modifier
Paladin	1d3 + community modifier
Ranger	1d3 + community modifier
Rogue	1d8 + community modifier
Sorcerer	1d4 + community modifier
Warrior	2d4 + community modifier
Wizard	1d4 + community modifier

1 Where these classes are more common, level is 1d8 + modifier.

In addition to the residents you generate using the system described above, you might decide that a community has some sort of special resident, such as the single, out-of-place 15th-level sorcerer who lives just outside a thorp of fifty people, or the secret assassins' guild brimming with high-level characters hidden in a small town. Residents such as these that you create "on the fly" do not count against the highest-level characters who are actually part of the community.

Racial Demographics

The racial mix of a community depends on whether the community is isolated (little traffic and interaction with other races and places), mixed (moderate traffic and interaction with other races and places), or integrated (lots of interaction with other races and places).

Racial Mix of Communities

Isolated	Mixed	Integrated
96% human	79% human	37% human
2% halfling	9% halfling	20% halfling
1% elf	5% elf	18% elf
1% other races	3% dwarf	10% dwarf
	2% gnome	7% gnome
	1% half-elf	5% half-elf
	1% half-orc	3% half-orc

If the area's dominant race is other than human, place that race in the top spot, put humans in the #2 rank, and push each other race down one rank. For example, in a dwarven town, the population is 96% dwarf, 2% human, 1% halfling, and 1% other races. (All dwarven communities are isolated.) You may also change the figures slightly to reflect various racial preferences. For example, a mixed elven village is 79% elf, 9% human, 5% halfling, 3% dwarf, 2% gnome and 2% half-elf (with no half-orcs). You might decide to switch the percentages of gnomes and dwarves for an elven community.

ECONOMICS

Although treasure is what's important to PCs, you should have a fair grasp of the economic system that surrounds the treasure they earn, as well as the prices charged for services, equipment, and magic items. Economics in your campaign doesn't have to be convoluted or tedious, but it should at least be internally consistent. If the price of a broadsword in Thorris is 20 gp, it shouldn't suddenly shoot up to 200 gp without some explanation, such as the flow of metal or ore being cut off, the only smiths in 100 miles all being killed in a terrible accident, or something equally bizarre.

Coinage

The economic system in the D&D game is based on the silver piece (sp). A common laborer earns 1 sp a day. That's just enough to allow his family to survive, assuming that this income is supplemented with food his family grows to eat, homemade clothing, and a reliance on self-sufficiency for most tasks (personal grooming, health, animal tending, and so on).

In your campaign, however, the PCs will deal primarily with gold pieces. The gold piece (gp) is a larger, more substantial unit of currency. The main reason why PCs typically receive and spend gold pieces is that, as adventurers, they take much larger risks than common folk and earn much larger rewards if they survive.

Many of the people with whom adventurers interact also deal primarily in gold. Weaponsmiths, armorsmiths, and spellcasters all make more money (sometimes far more money) than common people. Spellcasters willing to make magic items or cast spells for hire can make a lot of money, although expenditures of personal power (experience points) are often involved, and the demand for such expensive items is unsteady at best and can be depended on only in large cities. Nobles with whom the PCs might interact also

deal mostly in gold, since they purchase whole ships and buildings and finance caravans and even armies using such currency.

Some economies have other forms of currency, such as trade bars or letters of credit representing various amounts of gold that are backed by powerful governments, guilds, or other organizations to insure their worth. Some economies even use coins of different metals: electrum, iron, or even tin. In some lands, it's even permissible to cut a gold coin in half to make a separate unit of currency out of a half gold piece.

Taxes and Tithes

Taxes paid to the queen, the emperor, or the local baroness might consume as much as one-fifth of a character's wealth (although these expenses can vary considerably from land to land). Representatives of the government usually collect taxes yearly, biannually, or quarterly. Of course, as travelers, adventurers might avoid most collection periods (and so you can ignore taxes for the PCs if you want). Those who own land or a residence may find themselves assessed and taxed, however.

Tithes are paid to the church by those who are faithful participants in a religion. Tithes often amount to as much as one-tenth of a character's adventuring earnings, but collection is voluntary except in strict, oppressive religions that have their own tithe collectors. Such onerous religious taxation requires the support of the government.

Moneychangers

Characters who find their saddlebags full of ancient coin or foreign money probably need to exchange their wealth for the local currency before they can spend any of it. In a setting in which dozens of small nations and kingdoms are crowded close together, the moneychanger is the person at the hub of the economic system. Typically, a moneychanger charges a fee of one-tenth of the starting sum in order to convert currency. For example, if a character has a pouch full of 100 platinum pieces (pp) that he needs to convert to gold pieces, the moneychanger charges 10 pp for the conversion. The character receives 900 gp, and the moneychanger keeps the rest.

Supply and Demand

The law of supply and demand can drastically affect the value of any currency. If characters start flashing around a lot of gold and pumping it into the local economy, merchants may quickly raise prices. This isn't a matter of gouging the rich—it's just the way a small economy works. A tavernkeeper who makes 100 gp from boarding a group of successful adventurers spends his newfound wealth just as the heroes did, and in a small town, *everyone* starts spending more in a short time. More spending means higher consumption, so goods and services become harder to come by, and prices increase.

Supply and demand can also affect the campaign in ways that don't have anything directly to do with gold. For instance, if the local lord commandeered most of the region's horses for his knights, then when the PCs decide to purchase half a dozen fine steeds, they find there aren't any to be had at a reasonable price. They have to settle for second-rate nags or spend much more than they had planned to in order to convince someone to part with a horse.

POLITICS

Intrigue between kingdoms, city-states at war, and political maneuvering are all fun aspects of many campaigns. For your own campaign, you at least need to determine who is in charge where. If there's any chance that rulers, nobility, and politics in general will become more involved than that, use the following material as a starting point. As always, research into real-world political systems and structures (particularly historical examples) can enrich your fictional setting. At the same time, don't be afraid to make up something wholly new and completely nonhistorical.

Political Systems

The number of possible political systems is nearly limitless. Feel free to use more than one type for different lands. Such mixing and matching accentuates the differences in place and culture.

Note that any of the political systems listed below might be matriarchies (ruled only by women) or patriarchies (ruled only by men), but most make no such distinctions.

Monarchy: Monarchy is rule by a single leader. The monarch wields supreme power, sometimes even by divine right. Monarchs belong to royal bloodlines, and successors to the throne are almost always drawn from blood relatives. Rarely, a monarch rules with power granted by a mandate of the populace, usually established through representatives chosen by noble houses. The monarchy is likely to be the most common political system in your campaign.

Monarchs often have advisors and a court of nobles who work with them to administer the land. This arrangement creates a class system of nobles and nonnobles. Common people in such a land often do not have many of the rights and privileges of the nobility.

Tribal or Clan Structure: A tribe or clan usually has a single leader who wields great—almost absolute—power like the monarch in a monarchy. Although rulership is often drawn from a single bloodline, rulers are chosen based on their fitness to govern. They are also continually judged on this criterion and replaced if found wanting. Usually a council of elders exists to choose and judge the leader. In fact, the council is often convened only for this purpose. Sometimes the council also advises the chief or leader.

Tribes exist as a social structure by grouping together otherwise disparate family units and uniting them for strength and the advantages of working together. Clans are similar in function but carry the added distinction of being extended family units. In both cases, the group usually interacts with other tribes and clans, and often has particular laws and customs about how certain clans within a tribe must interact or how the tribe must interact with other tribes.

Feudalism: Feudalism is a complicated class-based system with successive layers of lieges and lackeys. It often exists under a monarchy. Serfs (peasants) work for a landed lord, who in turn owes fealty to a higher lord, who in turn owes fealty to an even higher lord, and so on, until the line reaches the supreme liege lord, who is usually a monarch.

The common people in a feudal state are always lowly and without rights. They are virtually owned by their immediate liege. Lords are generally free to abuse their power and exploit those under them as they see fit.

Republic: A republic is a system of government headed by politicians representing the people. The representatives of a republic rule as a single body, usually some sort of council or senate, which votes on issues and policies. Sometimes the representatives are appointed, and sometimes they are elected. The welfare of the people depends solely on the level of corruption among the representatives. In a mainly good-aligned republic, conditions can be quite pleasant. An evil republic is as terrible a place to live as a land under the grip of a tyrant.

In an advanced republic, the people directly elect the representatives. This type of republic is often called a democracy. In such lands, the right to vote becomes a class-based privilege. Citizenship might be a status that can be bought or earned, it might be granted automatically to those born in the location governed by the republic, or it might only transfer via bloodline. Because having the entire populace vote on representatives is cumbersome, this political system usually works only in small areas, such as a city-state.

Magocracy: In a magocracy, those who wield arcane magic have a large amount of political power. The ruler is usually the most powerful wizard or sorcerer in the land, although sometimes the ruler is merely a member of a royal bloodline who must be an arcane spellcaster. Thus, such a system could be a monarchy, and

the viable heir to the throne would be the oldest member of the bloodline capable of casting spells. In a true magocracy in which the ruler is the most powerful spellcaster, the monarch may be challenged at certain specific times each year by contenders who believe themselves to be more powerful than he is.

In a magocracy, arcane spellcasters usually have the most rights and freedoms, and nonspellcasters are looked down upon. Divine spellcasters sometimes are outlawed, but usually they are treated as secondary to arcane spellcasters (although still higher in station than those who cast no spells).

Such societies are often magic-rich. They are likely to have colleges that teach the intricacies of spellcasting, and magic-using units in their military organizations. They may use magic for even mundane tasks. Very rarely, a magocracy treats magic in the opposite way, as a closely guarded secret. Nonnoble arcane spellcasters would then be forbidden.

Theocracy: A theocracy is a political system in which clerics (or druids) rule. The ruler is the direct representative of the deity or deities that the theocracy is based upon. Most theocracies are similar to monarchies, but once a ruler is chosen, he normally remains in the position for life. The people cannot question the word of a deity or his representative.

Some theocracies see their leaders as ascending to divinity or semidivinity in and of themselves. Past (and sometimes present) rulers are worshiped as deities. Such rulers wield absolute power, and their bloodline carries the divine right to rule, so their successors are chosen from their descendants. A ruler doesn't need to be a cleric in such a case (although he often is), since he is not a divine representative but a deity. In such a theocracy, it's possible that even an infant can be chosen as a ruler if he has divine blood.

Others: It's not too difficult to imagine a political system based on rule by other classes, by the oldest, the strongest, or the wealthiest. For your world, use whatever criteria you wish to determine the political structure of a group. Most of the time, however, the stranger the criterion, the smaller the group. For example, a kingdom where the ruler is determined by a test of skill, intelligence, and stamina might be expansive, but a land where the ruler is the most talented bard would probably be small. Being able to play the lute well is impressive, but it doesn't necessarily ensure fitness to rule.

Cultural Tendencies

Human societies run the gamut of different political structures. Other races seem to favor one or a few over the others.

Dwarves: Dwarves usually form monarchies, although a few theocracies dedicated to dwarven gods are possible. Dwarves are extremely lawful and rigid in their politics, fearing lawlessness and anarchy. They value order and security over personal freedom, and thus are inclined to judge political matters on what's best for the greatest number concerned. Dwarven societies usually have a strict and exacting code of laws.

Elves: Elves are likely to live within monarchies as well. Of all races, however, elves are the most likely to adopt a magocracy. Elves prize individual freedom and fear tyrants. Elf rulers judge each situation and case individually rather than according to a strict, codified set of laws.

Gnomes: Gnomes favor small monarchies, although gnome democracies, gnome republics, and gnome clans exist as well. Like halflings, gnomes have less need for a strong government and enjoy personal freedom. Gnome kings and queens usually have only a small impact on the daily life of their subjects, and they usually do not carry as elevated a status above the common gnome as a human regent might over his human subjects.

Halflings: Since they are usually nomadic and most often live in small groups, halflings prefer a sort of tribal or clan system. Rulership is often bestowed upon the eldest member of a group, although most halflings rule with a light touch. True halfling leadership is based around the family unit, with parents giving direction to children. Halflings, more than any other race, seem to naturally work well with each other. They have little need for a strong ruling hand or a codified set of laws to maintain order and peace.

Orcs and Other Chaotic Evil Cultures: Orcs are usually too wild and corrupt to value a strict system of government other than rule by the strong. Orc leaders rule by intimidation and threats and thus usually command only a small populace. (Orc nations are rare.) If an orc leader fails to rule, it is because he was weak. Most chaotic evil cultures tend to have small populations unless many individuals are cowed by a single powerful master.

Goblins and Other Lawful Evil Cultures: Goblins live in tribal communities that bear the trappings of monarchy. The truth, however, is that their government is rulership by the strong. If a goblin ruler can be killed, his killer usually takes his place. Lawful evil humanoids often use a similar system, although kobolds often establish magocracies, and more sophisticated cultures frequently develop codified laws and rules of succession. Such complex societies are rife with backstabbing and betrayals, though, exemplifying the very definition of Byzantine politics.

High-Level Characters

Sometimes high-level characters build their own castles and establish their own territories. This usually occurs either on land granted to them by a ruler or in an area of relatively unclaimed wilderness that they have cleared. A just or generous character is likely to draw people toward his stronghold or cleared area. Before he knows it, he's a ruler.

How the character governs is completely up to him. However, the NPCs involved will react appropriately to character actions and decrees. In exchange for protection, plots of land, and fair rulership, a character can expect to collect taxes or tithes from those he rules. Neglect, mistreatment, or overtaxation of the populace can lead to a revolt, which might take the form of an appeal to another more powerful lord to depose or conquer the character, hired assassins making attempts against the character's life, or an outright uprising in which the peasants wield their pitchforks against their ruler.

In reality, however, such events are rare. More often than not, people live with the ruler that they have—for good or ill—for a long time. Those under a poor or unjust ruler will suffer for months or years before they feel compelled to act.

LEGAL ISSUES

You don't have to develop a legal code for each country you invent. Assume common-sense laws are in place. Murder, assault, theft, and treason are illegal and are punishable by imprisonment or death. As long as the laws make sense and the authorities are fairly consistent in enforcing them (or it's clear why they're not consistent), the players won't think twice about the law. Develop a few unusual laws as points of interest, such as these examples.

- In one barony in the Shield Lands, lying is illegal, punishable by three days in the pillory.
- In the city of Highfolk, it is against the law to mistreat an animal.
- Anyone wearing red in the sight of the emperor is imprisoned for one month.

Some places might have laws that directly affect adventurers. These laws might specify which weapons can be owned or carried by nonnobles or prohibit the use of some weapons even by nobles, restricting their use to the royal guard. These laws might restrict or prohibit magic use. They might limit the number of well-armed people who can gather publicly without a permit or sanction. All these laws would be put in place if the ruler or rulers of the area were concerned about powerful people roaming around uncontrolled—a legitimate worry to those in power. No king, duke, or mayor is going to want independent adventurers to be more powerful than his own guards, lackeys, or troops (and thus himself) unless he trusts them absolutely or has some way to control them.

SOCIAL CLASSES

Most societies are, to one degree or another, class-based. Use these easy definitions for the typical society.

Upper Class: Nobles, the wealthiest of merchants, and the most important leaders (guildmasters, for example) make up the upper class. Lawmakers, administrators, and other officials are drawn from this class. Having noble blood or being a member of a wealthy merchant family allows entrance into the class by birth, while attaining wealth or significant position can raise one to this status.

By virtue of their wealth, adventurers are likely to rise to the upper class quickly. However, they may be rejected by other members of the upper class based on how society around them views sword-wielding, spell-slinging, self-governing mercenaries. Other members of the upper class might look upon adventurers as heroes, but they are just as likely to look upon them as dangerous threats to public safety (as well as their personal safety) and to the existing sociopolitical structure.

Middle Class: Merchants, master artisans, educated professionals, and most significant guild members make up the middle class. Lesser officials such as tax collectors and town clerks are sometimes drawn from the middle class. This status is normally based on one's occupation and education. Its primary determinant for membership is not birth, but wealth.

Lower Class: Tradesfolk, journeymen, laborers, subsistence farmers, impoverished freeholders, personal servants, and virtually everyone else are members of the lower class. Members of the lower class tend to be poorer and less educated than middle-class people. While sometimes a council of elders or some similar body exists to watch over the interests of and argue for the lower class, most of the time no officials or lawmakers come from these ranks.

Slaves: Some cultures (usually evil ones) practice slavery. Slaves are lower in station than even members of the lower class. Though they need not be uneducated or even unskilled, most slaves are laborers or servants.

MAGIC IN YOUR WORLD

Some DMs create cities in their campaigns that function just like medieval historical towns. They are populated by people who aren't accustomed to (or who don't believe in) magic, who don't know anything about magical or mythical monsters, and who have never seen a magic item.

This sort of creative work is a mistake. It will cause your players serious strain in their belief in the reality of your world for them to see that they wield spells and magic items, and the lands and dungeons surrounding the city are filled with magic and monsters, but yet in the middle of the city everything looks and acts like Europe during the Middle Ages.

The presence of magic in your game world forces you to deviate from a truly historical setting. When you create anything for your world, the idea that magic could possibly alter it should be in the back of your mind. Would the king simply surround his castle with a wall when *levitate* and *fly* spells are common? How do the guards of the treasury make sure that someone doesn't just teleport in or slip through the walls while ethereal?

Unless you are going to run a divergent game of some sort, magic is prevalent enough in the world that it will always be taken into account by smart individuals. A merchant wouldn't be flabbergasted by the idea that someone might try to steal from him while invisible. A swindler would be aware that someone might be able to detect his thoughts or his lies.

Magic shouldn't be something that common people are unaware of. Spellcasters may be fairly rare in the big picture, but they're common enough that people know that when Uncle Rufus falls off the back of the wagon, they could take him to the temple to have the priests heal the wound (although the average peasant probably couldn't afford the price). Only the most isolated farmer might not see magic or the results of magic regularly.

Here are a few points to consider when fitting magic into your world.

- A tavern frequented by adventurers might have a "No detections" sign above the bar to allow the patrons to relax in an atmosphere where they don't need to worry about someone discerning their alignments, reading their thoughts, figuring which of their items are magical, and so on.
- Merchants might jointly employ a small squad of wizards who wander about the marketplace invisibly while watching for thieves, casting *detect thoughts* on suspicious characters, and using *see invisibility* to look for magic-using robbers.
- The town guard might employ a spellcaster or two (or more) to supplement its defensive strength, deal with unruly spellcasters, and help facilitate interrogations.
- A court might use *detect thoughts* or *discern lies* to help make accurate judgments in important cases.
- A town might use simple spells to make life easier, such as *continual flame* to make a sort of streetlight. Very sophisticated or wealthy cities might use magic portals to dispose of sewage and *carpets of flying* to deliver urgent messages.

Magic Items

The magic items described in Chapter 7 all have prices. The assumption is that, while they are rare, magic items can be bought and sold as any other commodity can be. The prices given are far beyond the reach of almost everyone, but the very rich, including mid- to high-level PCs, can buy and sell these items or even have spellcasters make them to order. In very large cities, some shops might specialize in magic items if their clientele is very wealthy or includes a large number of adventurer (and such shops would have lots of magical protections to ward away thieves). Magic items might even be available in normal markets and shops occasionally. For example, a weaponsmith might have a few magic weapons for sale along with his normal wares.

Superstitions

Just because magic works and most people are aware of it doesn't mean they know exactly how it works or when it's in effect. Superstitions (ritual activity that doesn't produce actual results) are still likely to be common. To add some flavor to your world and provide details that convey both the quirks and underlying fears and concerns of a society, invent some superstitions (or adapt some from the real world). Consider the following ideas to get you started.

- Common folk believe that particular charms and trinkets sold by a vendor are lucky, when actually they have no magical power (such as a rabbit's foot in the real world).
- In some cultures, special hand signs or spoken words are obligatory in certain situations (such as saying "Gesundheit!" after a sneeze).
- Someone claims to be able to see omens in the movements of birds. Does he have a good reputation because he tells superstitious people what they want to hear, or because he actually has some sort of magical ability?

Restrictions on Magic

In some civilized areas, the use of magic might be restricted or prohibited. A license might be required, or perhaps official permission from the local ruler would enable a spellcaster to use his powers, but without such permission, magic use is forbidden. In such a place, magic items and in-place magical effects are rare, but protections against magic might not be.

Some localities might prohibit specific spells. It could be a crime to cast any spells used to steal or swindle, such as those that bestow invisibility or produce illusions. Enchantments (particularly *charm* spells, compulsion effects, *suggestion* spells, and domination effects) tend to be readily forbidden, since they rob their subjects of free will. Destructive spells are likewise prohibited, for obvious reason.

A local ruler could have a phobia about a specific effect or spell (such as *polymorph* effects if he were afraid of being impersonated) and enact a law restricting that type of magic.

RELIGION

No force affects society more strongly than religion. You need to match the religions in your world with the societies you present. How does the priesthood interact with the populace? What do most people think of the religion, the deity, or the clerics? Most of the time, in addition to serving a deity, a religion is geared toward filling some niche in society: recordkeeping, officiating at ceremonies, judging disputes, tending the poor or sick, defending the community, educating the young, keeping knowledge, preserving customs, and so on.

Sometimes a religious hierarchy is not unified. You can create interesting political intrigues by placing different factions of clerics of the same deity in opposition based on doctrine or approach (or even alignment). Different orders within the priesthood might be distinguished by different choices of domains. A deity that offers access to the Good, Knowledge, Law, and War domains might have clerics of law and war (the justifiers) opposing those of good and knowledge (the prophets).

The Pantheon and the Campaign Setting

As an example, here's how the religions of the deities presented in the *Player's Handbook* fit into society.

Boccob: Boccob's priesthood is usually a somber group that takes its pursuit of knowledge and arcana very seriously. The clerics of the Archmage of the Deities wear purple robes with gold trim. Rather than meddle in public affairs and politics, they keep to themselves and their own agendas.

Corellon Larethian: Clergy members who serve the Creator of the Elves operate as defenders and champions of their race. They often serve as leaders and settle disputes in elven communities.

Ehlonna: The clergy of Ehlonna are hearty woodsfolk. Her clerics wear pale green robes and are quick to protect the woodlands against all threats.

Erythnul: The priesthood of Erythnul maintains a low profile in most civilized lands. In savage areas, members of the priesthood are known as bullies and murderous tyrants. Many evil humanoids worship Erythnul, but their priests do not cooperate with each other to advance the overall goals of the religion. Clerics of Erythnul favor rust-red garments or blood-stained robes.

Fharlanghn: Fharlanghn's clerics are wanderers who seek to help fellow travelers. Fharlanghn's clerics dress in nondescript brown or green clothing, and they move around frequently. A traveler who comes to one of Fharlanghn's wayside shrines, which are common along most well-used roads, won't find a particular cleric watching over a particular shrine more than once.

Garl Glittergold: Clerics of Garl Glittergold serve gnome communities as educators and protectors. They teach the young valuable gnome lore and skills using a light-handed humor. They also protect their fellow gnomes, ever watchful of the forces of evil humanoids that might threaten their community.

Gruumsh: Gruumsh, the evil god of the orcs, maintains a religion based on intimidation and fear. His clerics strive to become chieftains of orc tribes or advisors to the chief. Many pluck out one of their own eyes to emulate their deity.

Heironeous: The religious hierarchy of Heironeous is organized like a military order. It has a clear chain of command, lines of supply, and well-stocked armories. Clerics of Heironeous fight against worshipers of Hextor whenever they can and spend the rest of their time protecting the civilized lands from the threats of evil.

Hextor: Strength and power govern Hextor's priesthood. Although evil, it is not as secretive as other dark religions. Temples of Hextor operate openly in many cities. Clerics of Hextor wear black clothing adorned with skulls or gray faces.

Kord: Kord's clerics value strength, but not domination. Kord's temples sometimes resemble warrior feasthalls, and his clerics, who favor red and white garb, often seem more like fighters.

Moradin: Moradin's clerics preside over most formal ceremonies in dwarven culture, keep genealogical records, educate the young, and serve as part of the defense force of a community.

Nerull: The Reaper is feared across the lands. His rust-red garbed clerics are murderous psychopaths who work in secret, plotting against all that is good. They have no overall hierarchy, and they even work against each other at times.

Obad-Hai: Clerics of Obad-Hai have no hierarchy. They treat all those of their order as equals. They wear russet-colored clothing and maintain hidden woodland shrines that are usually located far from civilization. They keep to the wilderness and to themselves, rarely getting involved in society.

Olidammara: Olidammara's religion is loosely organized at best, and few temples are dedicated solely to him. That said, his clerics are numerous. They usually work among urban folk or wander the countryside. Olidammara's clerics often work at some other profession, in addition to operating as clerics (typically serving as minstrels, brewers, or jacks-of-all-trades), and thus can be found almost anywhere doing or wearing anything.

Pelor: The clerics of the Shining One work to aid the poor and the sick, and thus most common folk look upon them with great favor. Pelor's temples are sanctuaries for the impoverished and diseased, and his yellow-robed clerics are usually kind, quiet folk, roused only in their opposition against evil.

St. Cuthbert: The no-nonsense order of St. Cuthbert does not suffer fools gladly or abide evil in any way. His clerics concern themselves with the needs of the common people over nobles or the well educated. They are zealous in their desire to convert others to their faith and quick to destroy their opponents.

Vecna: Vecna's priesthood is made up of isolated cells of cultists who seek dark, arcane secrets to further their evil schemes. Black and red are the clerics' favored colors.

Wee Jas: Wee Jas's priesthood has a strict hierarchy. Her clerics are known for their discipline and obedience to their superiors. They work as officiators at funerals, maintain graveyards, or operate libraries of arcane lore. They wear black or gray robes.

Yondalla: Yondalla's clerics help other halflings lead safe, prosperous lives by following her guidance. They often serve as community leaders.

Creating New Deities

You can create your own deities and religions. You're free to set them up however you please. Deities can exist as individuals or as a unified pantheon that interacts all the time.

Each deity should have a portfolio, which describes a sphere or spheres of influence. Elements of a portfolio can be concepts such as peace or death, events such as war or famine, elements such as fire or water, activities such as travel or entertainment, types of people or professions such as wizards or smiths, as well as races, alignments, places, or outlooks. Deities with similar portfolios may work together or may be in conflict, depending on their alignments and respective power.

The domains that a cleric of a deity can choose from should always be based on the deity's portfolio. In general, it's appropriate to assign no more than four domains to any deity. However, some deities might need more that four domains to represent the breadth of their dominion, while others might need just two or three, if they are very focused.

Polytheism is the assumption in the baseline Dungeons & Dragons setting. You could create a monotheistic world, but a strong, singular religion probably wields great political and sociological power (such as what occurred in Europe during the Dark Ages), which is a change with serious implications that might ripple throughout your entire campaign setting.

BUILDING A DIFFERENT WORLD

The rules in the previous section leave a lot of room for flexibility when it comes to creating your world. However, they assume a few basic aspects: a medieval level of technology, a Western European flavor, and a moderately historical basis. You might want to reach beyond these boundaries and create a very different sort of world.

SOCIETY/CULTURE

You can deviate from the typical campaign simply by changing the cultural basis of the real-world history upon which it is modeled. Establishing an African, Mesoamerican, or Arabian campaign can be rewarding and entertaining. Don't, however, feel limited by the culture you have chosen. If you don't like the fact that most historical African warriors didn't wear metal armor, ignore it. Though the default cultural assumption for most D&D game worlds is medieval Europe, most of those worlds deviate widely from history, too. Don't forget all the other basic factors of setting design mentioned earlier, either. Lots of magic that actually works will change an Arabian campaign as much as a European one.

Asian Culture

As an extended example, assume a DM decides that he wants to create a campaign setting based not on Western culture, but Asian. Specifically, he wants to tailor his creation (in tone and look) to feudal Japan and ancient China. He decides not to change the PC race selections but disallows anyone from taking bard as a class, ruling that it's strictly Western. He changes the name of the paladin class to samurai, and he adjusts the powers of the class to have a non-religious basis by basing the class's special abilities instead on inner *ki* power. He designs new classes for ninjas, wu jen, and kensai.

Taking a look at the weapon, armor, and equipment lists in Chapter 7 of the *Player's Handbook*, he sees that most of that material fits his needs, but he adds a number of weapons that he finds in his research (detailed on Table 5–3: Asian Weapons).

Asian Weapons: All the weapons on Table 7–5: Weapons in the *Player's Handbook* (page 116) work with an Asian campaign. In particular, the dagger, trident, shuriken, kama, nunchaku, siangham, kukri, shortspear, spear, longspear, handaxe, shortbow, composite shortbow, composite longbow, quarterstaff, light flail, light crossbow, sickle, scythe, club, and battleaxe are appropriate. The new weapons on Table 5–3: Asian Weapons are detailed below.

Blowgun: This weapon is used to propel small needles a long distance. It is silent, and its needles most often are used to poison foes.

Needles, Blowgun: These 2-inch-long iron needles are sold in small wooden cases of 20. A full case is so light that its weight is negligible. The tips of the needles are often coated with poison such as greenblood oil, bloodroot, blue whinnis, shadow essence, or deathblade.

Wakizashi: This small, slightly curved short sword is made with a skill only masterful weaponsmiths possess. It counts as a masterwork weapon and grants its wielder a +1 bonus on attack rolls. A masterwork weapon's bonus on attack rolls does not stack with an enhancement bonus on attack rolls.

Kusari-Gama: This small sickle is attached to a length of chain. A kusari-gama is an exotic weapon that has reach. It can strike opponents 10 feet away. In addition, unlike other weapons with reach, it can be used against an adjacent foe. It can be used in all respects like a spiked chain (see page 115 of the *Player's Handbook*) for trip attacks, disarming other foes, and using its wielder's Dexterity modifier instead of his Strength modifier in attack rolls.

Katana: While functionally a bastard sword, this sword is the most masterfully made nonmagical weapon in existence. It counts as a masterwork weapon and grants its wielder a +1 bonus on attack rolls. A katana is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium creature can use a katana two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. With Exotic Weapon Proficiency (katana), a Medium creature can use it in one hand. A masterwork weapon's bonus on attack rolls does not stack with an enhancement bonus on attack rolls.

Other Asian Elements: The DM designs his world, filling it with feudal lords who each serve a more powerful lord above them and rule over the people below them in station. Monasteries are common, with monks serving alongside clerics as representatives of spiritual enlightenment. Certain arts, such as poetry, theater, and fine art, take on a greater importance in society (which is ironic, since he has done away with the bard), and so entertainment becomes a skill that almost every character needs to succeed in this campaign.

TECHNOLOGY

Technology defines a setting as much as culture does. If gunpowder is available, the world changes. Suddenly, a commoner with a rifle is a serious threat to an armored soldier, and high castle walls are no longer proof against invasion, which makes people, in turn, less elitist and isolationist.

Extremely Low Tech

A campaign set in a Bronze Age world where weapons are more crude and armor is less advanced, or even an Ice Age/Stone Age world where metal is barely available (if at all), can be very interesting. In such a campaign, survival often becomes a central focus, since finding food and keeping warm are suddenly much more difficult. There might not be shops from which to obtain goods (particularly in an Ice Age/Stone Age campaign) or even safe places to spend the night. Killing a huge beast means not only victory, it also means meat to eat, fur or skin to wear, and bones to fashion into weapons and tools.

Stone Age: Attacks with weapons made of bone or stone have a –2 penalty on attack and damage rolls (with a minimum damage of 1). Stone-age cultures don't make bone or stone chainmail—they use leather, padded, wood, or bone armor. Historically, only a few exceptions to this rule exist, and those forms of armor are all made of bronze.

Bone has hardness 6 and 10 hit points per inch of thickness. Stone has hardness 8 and 15 hit points per inch of thickness.

Bronze Age: Weapons of bronze, while clearly inferior to steel items, are not nearly as bad as stone or bone weapons. Attacks with weapons made of bronze have a –1 penalty on attack and damage rolls (with a minimum damage of 1). Bronze shields have the same protective value as steel shields, and their cost and weight are the same. A bronze shield has hardness 9 (compared to iron's 10), however. A small bronze shield has 7 hit points, and a large bronze shield has 14 hit points. While the relative softness of bronze diminishes its usefulness in weapons, it allows elaborately sculpted bronze breastplates. A bronze breastplate's armor bonus is 1 lower than a steel breastplate's (+4), but its maximum Dexterity bonus is 1 higher (also +4).

Bronze has hardness 9 and 20 hit points per inch of thickness.

Advancing the Technology Level

Conversely, a DM could advance the pseudohistorical basis for the game a few hundred years and set his campaign in a Renaissance-style setting. Doing this would allow him to incorporate weapons and maybe a few more bits of equipment from a little later in history. Clocks, hot air balloons, printing presses, and even crude steam engines might be available. Most important to PCs, however, would be the new weapons (see Table 5–4: Renaissance Weapons), which are detailed below

Renaissance Firearms: Firearms should be treated like other ranged projectile weapons. Exotic Weapon Proficiency (firearms) gains a creature proficiency with all firearms; otherwise, a –4 penalty is assessed on all attack rolls.

Table 5–3: Asian Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Damage Type
Ranged Weapons							
Blowgun	1 gp	1	1	×2	10 ft.	2 lb.	Piercing
Needles, blowgun (20)	1 gp	—		—	—	[1]	—
Martial Weapons							
Light Melee Weapons							
Wakizashi[2]	300 gp	1d4	1d6	19–20/×2	—	3 lb.	Slashing
Exotic Weapons							
Light Melee Weapons							
Kusari-gama[3]	10 gp	1d4	1d6	×2	—	3 lb.	Slashing
One-Handed Melee Weapons							
Katana[4]	400 gp	1d8	1d10	19–20/×2	—	6 lb.	Slashing

1 No weight worth noting.
2 Except as indicated, treat a wakizashi as a masterwork short sword.
3 Reach weapon.
4 Except as indicated, treat a katana as a masterwork bastard sword.

Table 5–4: Renaissance Weapons

Exotic Weapons (Firearms)	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Damage Type
One-Handed Ranged Weapons							
Pistol	250 gp	1d8	1d10	×3	50 ft.	3 lb.	Piercing
Two-Handed Ranged Weapons							
Musket	500 gp	1d10	1d12	×3	150 ft.	10 lb.	Piercing

Explosive Weapons[1]	Cost	Damage	Blast Radius	Range Increment	Weight	Damage Type
Bomb	150 gp	2d6	5 ft.	10 ft.	1 lb.	Fire
Smoke bomb	70 gp	Smoke	[2]	10 ft.	1 lb.	—

1 Bombs and smoke bombs require no proficiency to use.
2 See description.

Gunpowder: While gunpowder burns (1 ounce consumes itself in 1 round and illuminates like a sunrod) or even explodes in the right conditions, it is chiefly used to propel a bullet out of the barrel of a pistol or a rifle, or it is formed into a bomb (see below). An ounce of gunpowder is needed to propel a bullet. Gunpowder is sold in small kegs (15-pound capacity, 20 pounds total weight, 250 gp each) and in water-resistant powder horns (2-pound capacity and total weight, 35 gp for a full powder horn). If gunpowder gets wet, it cannot be used to fire a bullet.

Bullets: These large, round, lead projectiles are sold in bags of 10 for 3 gp. A bag of bullets weighs 2 pounds..

Pistol: This firearm holds a single shot and requires a standard action to reload.

Musket: The musket holds a single shot and requires a standard action to reload.

Renaissance Explosive Weapons: These explosives require no proficiency to use. Scoring a hit with one of these weapons requires a successful ranged touch attack aimed at a square. A direct hit with an explosive weapon means that the weapon has hit the creature it was aimed at and everyone within the blast radius, including that creature, takes the indicated damage.

If the explosive misses, it still lands somewhere. Roll 1d8 to determine the misdirection of the throw, with 1 indicating the direction back toward the thrower and 2 through 8 counting clockwise around the target square. (See the diagram on page 158 of the *Player's Handbook*.) Then, count 1 square away from the target square for every two range increments of the attack.

Bomb: This round gunpowder bomb must be lit before it is thrown. Lighting a bomb is a move action. The explosive deals 2d6 points of fire damage. Anyone caught within the blast radius can make a DC 15 Reflex save to take half damage.

Smoke Bomb: This cylindrical bomb must be lit before it is thrown. Lighting it is a move action. Two rounds after it is lit, this nondamaging explosive emits a cloud of smoke (as a *fog cloud* spell) in a 20-foot radius. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Modern and Future Technology

You could create a setting with high technology. Perhaps a starship from a much more highly advanced civilization landed or crashed in the campaign world. The crash might have happened long ago, so that now the starship is a mysterious, specialized dungeon setting in its own right, with a special sort of magic (advanced technology) and monsters (aliens and robots that survived the crash). Or perhaps the advanced civilization was native to the campaign world but is now long gone, leaving behind remnants of its ancient cities filled with strange secrets, which now form sites for adventures. In such a campaign, you could decide that many of the strange creatures found in the world result from ancient genetic engineering. Finally, perhaps members of some advanced civilization have come to the campaign world with their advanced science and now serve as patrons or overlords. They dole out their technology in small doses to those who serve them well.

No matter what rationale you use to place high-tech items in your game, they should always be like very rare magic items or artifacts—difficult or impossible to reproduce. Treating them as artifacts (see page 277) is most appropriate. They shouldn't dominate the game, but should serve as an occasional diversion. It's fun for some players when their characters occasionally use a big gun against a dragon rather than a sword, and it's an interesting diversion to run into a warbot in a dungeon rather than a band of trolls. But in a fantasy game, most players don't want to do that every day.

Some advanced technological weapons are detailed below. These weapons have no costs provided, because they cannot be manufactured. They can only be found as artifacts.

These weapon statistics also show how to rate something in your game that you might not know how to handle. Since you probably have a good idea what a pistol is like, or a laser, you can deal with such situations on firmer ground. For example, you might want to develop a trap that fires large needles rapidly. You could use the statistics for an automatic rifle or extrapolate from them to get what you want. When explaining the trap, you could even describe it to the players as resembling a machine gun to help them understand it.

Table 5–5: Modern Era Weapons

Exotic Weapons (Firearms)	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Damage Type
One-Handed Ranged Weapons						
Pistol, automatic	2d4	2d6	×2	40 ft.	3 lb.	Piercing
Revolver	2d6	2d8	×2	30 ft.	3 lb.	Piercing
Two-Handed Ranged Weapons						
Rifle, hunting	2d8	2d10	×2	80 ft.	8 lb.	Piercing
Rifle, automatic	2d6	2d8	×2	80 ft.	8 lb.	Piercing
Shotgun	2d6	2d8	×2	30 ft.	7 lb.	Piercing
Grenade launcher	[1]	[1]	—	70 ft.	7 lb.	—

1 Fires fragmentation grenades or smoke grenades; see the Explosive Weapons table, below.

Explosive Weapons[1]	Damage	Blast Radius	Range Increment	Weight	Damage Type
Dynamite	3d6[2]	5 ft.[2]	10 ft.	1 lb.	Bludgeoning
Grenade, fragmentation	4d6	20 ft.	10 ft.	1 lb.	Slashing
Grenade, smoke	Smoke	20 ft.	10 ft.	2 lb.	—

1 Dynamite and grenades require no proficiency to use.

2 See description.

Table 5–6: Futuristic Weapons

Exotic Weapons (Firearms)	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Damage Type
One-Handed Ranged Weapons						
Laser pistol	3d4	3d6	×2	40 ft.	2 lb.	—
Two-Handed Ranged Weapons						
Antimatter rifle	6d6	6d8	×2	120 ft.	10 lb.	—
Flamer	3d4[1]	3d6[1]	—	20 ft.	8 lb.	Fire
Laser rifle	3d6	3d8	×2	100 ft.	7 lb.	—

1 See description.

The *d20 Modern® Roleplaying Game*, a D&D-compatible roleplaying game for present-day adventures, contains a much more extensive treatment of firearms and other high-tech gear.

Modern Era Firearms: Firearms should be treated like other ranged projectile weapons. The Exotic Weapon Proficiency (firearms) feat gives a creature proficiency with all firearms; otherwise, a –4 penalty is assessed on all attack rolls.

Ammunition: Modern era firearms use bullets essentially similar to those used in Remaissance firearms. Ten bullets weigh 1 pound, and a magazine that holds bullets for an automatic weapon weighs 1/2 pound.

The new weapons on Table 5–5: Modern Era Weapons are detailed below.

Pistol, Automatic: An automatic pistol can fire fifteen times before reloading and can be used to attack more than once per round if the user has the ability to make multiple attacks. Releasing an empty magazine and inserting a new one is a move action.

Pistol, Revolver: A revolver can fire six times before it needs reloading (which requires a full-round action).

Rifle, Hunting: A hunting rifle can fire five times before it needs reloading (which requires a full-round action).

Rifle, Automatic: An automatic rifle can fire thirty times before it needs reloading. Releasing an empty magazine and inserting a new one is a move action. As an attack, an automatic rifle can instead spray a space 10 feet across with ten bullets. If the attacker succeeds on an attack roll against AC 10, everyone in that space must make a DC 15 Reflex save or take the weapon's damage.

Shotgun: A shotgun is most effective at close range; on any successful attack, a –1 penalty is applied to the damage roll for each range increment of the attack. It can fire six times before it needs reloading (which requires a full-round action). The weapon uses shotgun shells, cylindrical cartridges that have a built-in firing cap at their base. They are packed with a mixture of gunpowder and small lead pellets.

Grenade Launcher: A grenade launcher can fire fragmentation or smoke grenades using its range increment, but must be reloaded each time it fires, requiring a standard action. A grenade launcher is a tube set on a metal tripod and equipped with a sighting mechanism. A single smoke grenade or fragmentation grenade easily slips into the tube.

Modern Era Explosive Weapons: These explosive grenadelike weapons work just like Renaissance grenadelike weapons (see above). for determining how attacks are made and what happens if the weapon misses its target.

Dynamite: This short, thin cylinder of explosive material has a fuse that must be lit before it is thrown or set. Lighting a stick of dynamite is a move action, and the dynamite goes off in the same round or up to several minutes later (depending on how long the fuse is). The explosive has a blast radius of 5 feet and deals 2d6 points of bludgeoning damage. Anyone caught within the blast radius can make a DC 15 Reflex save to take half damage.

It's possible to bind together several sticks of dynamite so they ignite and explode at the same time. Each additional stick increases the damage by 1d6 (maximum damage 10d6) and the burst radius by 5 feet (maximum burst radius 20 feet).

Grenade, Fragmentation: A fragmentation grenade looks like a large egg, sometimes mounted on a 1-foot-long stick with small fins. If thrown, it uses its range increment, but if launched from a grenade launcher, it uses that weapon's range increment. Fragmentation grenades are advanced antipersonnel explosives that deal slashing damage in a 20-foot radius. Anyone caught within the blast radius can make a DC 15 Reflex save to take half damage.

Grenade, Smoke: A smoke grenade looks like a squat cylinder, sometimes mounted on a 1-foot-long stick with small fins. If thrown, it uses its range increment, but if launched from a grenade launcher, it uses that weapon's range increment. One round after it lands or hits its target, this nondamaging explosive emits a cloud of smoke (as the *fog cloud* spell) in a 20-foot radius. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Futuristic Weapons: Futuristic weapons are like other ranged projectile weapons, though the type of damage they deal is special. The Exotic Weapon Proficiency (futuristic) feat gives a creature proficiency with all futuristic weapons; otherwise, a –4 penalty is assessed on all attack rolls.

The new weapons on Table 5–6: are detailed below.

Laser Pistol: A laser pistol fires fifty times before a new energy cell (weight 1 pound) needs to be reloaded and has a rate of fire equal to the attacker's number of attacks. Reloading the weapon is a move action.

Antimatter Rifle: An antimatter rifle is a devastating short-range attack weapon that can be fired once per round. It holds an energy cell (weight 1 pound) that is depleted after two shots. Reloading the weapon is a move action.

Laser Rifle: A laser rifle fires thirty times before a new energy cell (weight 1 pound) needs to be reloaded and has a rate of fire equal to the attacker's number of attacks. Reloading the weapon is a move action.

Flamer: A flamer can be fired once per round. Unlike other ranged weapons, it deals damage to every square in a 5-foot-wide stream extending out to the flamer's maximum range (200 feet). It contains a fuel pack with enough concentrated flamer fuel for ten shots. Installing a new fuel pack requires a full-round action.

ADVENTURING ON OTHER PLANES

When characters reach higher levels, their grasp extends to other dimensions of reality—or, as we call them, planes of existence. The PCs may rescue a friend from the evil depths of the Abyss, or sail the shining waters of the River Oceanus. They might hoist a tankard with the friendly giants of Ysgard, or face the chaos of Limbo to reach a wizened githzerai sage.

The planes of existence in the D&D game world make up the D&D cosmology, which is the topic of this section. These planes are strange and usually dangerous environments; the strangest of them are as unlike the so-called "real world" as any place can be. While planar adventures can be dangerous, they can be wondrous as well. The characters might visit a plane composed entirely of solid fire, or test their mettle on a battlefield where the fallen are resurrected with each dawn.

Because the spells required to reach other planes are all 6th level and higher, planar adventures are almost exclusively the province of high-level PCs. Not only are the other planes full of powerful outsiders and elementals, but the planes themselves have deadly environments that only well-prepared adventurers can withstand.

The D&D cosmology has twenty-seven different planes of existence, offering everything from the normality of the Material Plane (the real world) to the serenity of the Astral Plane to the pervasive evil of the Nine Hells. This section details the traits and characteristics that certain planes have in common and features a short description of each plane that includes a possible adventure site.

WHAT IS A PLANE?

The planes of existence are different realities with interwoven connections. Except for rare linking points, each plane is effectively its own universe with its own natural laws. The planes are home to more powerful variations of familiar creatures and unique monsters, all of which have adapted to their strange environments.

The planes break down into a number of general types: the Material Plane, the Transitive Planes, the Inner Planes, the Outer Planes, and the demiplanes.

Material Plane: This plane is the one most familiar to characters and is usually the "home base" for a standard D&D campaign. The Material Plane tends to be the most Earthlike of all planes and operates under the same set of natural laws that our own real world does. Even though the Material Plane is a comfortable place for PCs, it is a strange and dangerous environment for many creatures that are native to other planes but find themselves on the Material Plane at least temporarily (perhaps as the result of a *summon monster* spell or similar magic).

Transitive Planes: These three planes have one important common characteristic: Each is used to get from one place to another. The Astral Plane is a conduit to all other planes, while the Ethereal Plane and the Plane of Shadow both serve as means of transportation within the Material Plane they're connected to. These planes have the strongest regular interaction with the Material Plane and are often accessed by using various spells. They have native inhabitants as well.

Inner Planes: These six planes are manifestations of the basic building blocks of the universe. Each is made up of a single type of energy or element that overwhelms all others. The natives of a particular Inner Plane are made of the same energy or element as the plane itself.

Outer Planes: The deities live on the Outer Planes, as do creatures such as celestials, demons, and devils. Each of the seventeen Outer Planes has an alignment, representing a particular moral or ethical outlook, and the natives of each plane tend to behave in agreement with that plane's alignment. The Outer Planes are also the final resting place of souls from the Material Plane, whether that final rest takes the form of calm introspection or eternal damnation.

Demiplanes: This catch-all category covers all extradimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across. Access to demiplanes may be limited to particular locations (such as a fixed gateway) or particular situations (such as a time of year or a weather condition). Some demiplanes are created by powerful magic, some naturally evolve, and some appear according to the will of the deities.

In the D&D cosmology, also known as the Great Wheel, the planes are connected in a specific fashion, as depicted in the diagram on page 153. (The diagram does not show demiplanes, because the location and even the existence of these extradimensional spaces is constantly changing.)

PLANAR TRAITS

Each plane of existence has its own properties—the natural laws of its universe.

Planar traits are broken down into a number of general areas. All planes have the following kinds of traits.

Physical Traits: These traits determine the laws of physics and nature on the plane, including how gravity and time function.

Elemental and Energy Traits: These traits determine the dominance of particular elemental or energy forces.

Alignment Traits: Just as characters may be lawful neutral or chaotic good, many planes are tied to a particular moral or ethical outlook.

Magic Traits: Magic works differently from plane to plane, and magic traits set the boundaries for what it can and can't do.

Physical Traits

The two most important natural laws set by physical traits are how gravity works and how time passes. Other physical traits pertain to the size and shape of a plane and how easily a plane's nature can be altered.

Gravity: The direction of gravity's pull may be unusual, and it might even change directions within the plane itself.

Normal Gravity: Most planes have gravity similar to that of the Material Plane. That is, if something weighs 10 pounds on the Material Plane, it weighs 10 pounds on the other plane as well. The usual rules for ability scores, carrying capacity, and encumbrance apply. Unless otherwise noted in a description, every plane in the D&D cosmology has the normal gravity trait.

Heavy Gravity: The gravity on a plane with this trait is much more intense than on the Material Plane. As a result, Balance, Climb, Jump, Ride, Swim, and Tumble checks incur a –2 circumstance

penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. A character's Strength and Dexterity scores are not affected.

Characters who fall on a heavy gravity plane take 1d10 points of damage for each 10 feet fallen, to a maximum of 20d10 points of damage.

No Gravity: Individuals on a plane with this trait merely float in space, unless other resources (such as magic or force of will) are available to provide a direction for gravity's pull.

Objective Directional Gravity: The strength of gravity on a plane with this trait is the same as on the Material Plane, but the direction is not the traditional "down" toward the ground. It may be down toward any solid object, at an angle to the surface of the plane itself, or even upward, creating a chandelierlike world where everyone has to hang on or be thrown out into the void.

In addition, objective directional gravity may change from place to place. The direction of "down" may vary, so individuals may suddenly find themselves falling upward (similar to the *reverse gravity* spell) or walking up walls.

Travelers on planes with objective directional gravity tend to be cautious. No one wants to discover the hard way that the 100-foot corridor ahead has become a 100-foot-deep pit.

Subjective Directional Gravity: The strength of gravity on a plane with this trait is the same as on the Material Plane, but each individual chooses the direction of gravity's pull. Such a plane has no gravity for unattended objects and nonsentient creatures. This sort of environment can be very disorienting to the newcomer, but is common on "weightless" planes such as the Plane of Air.

Characters on a plane with subjective directional gravity can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. Under such a procedure, an individual "falls" 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, one has to slow one's movement by changing the designated "down" direction (again, moving 150 feet in the new direction in the first round and 300 feet per round thereafter).

It takes a DC 16 Wisdom check to set a new direction of gravity as a free action; this check can be made once per round. Any character who fails this Wisdom check in successive rounds receives a +6 bonus on subsequent checks until he succeeds.

Time: The rate of time's passage can vary on different planes, though it remains constant within any particular plane. Time becomes interesting when one moves from plane to plane, but it still moves at the same apparent rate for the traveler.

In other words, time is always subjective for the viewer. If someone is magically frozen in place for a year, at the end of that time he thinks mere seconds have passed. But to everyone else, a year has elapsed.

The same subjectivity applies to various planes. Travelers may discover that they'll pick up or lose time while moving among the planes, but from their point of view, time always passes naturally.

Normal Time: This trait describes the way time passes on the Material Plane. One hour on a plane with normal time equals one hour on the Material Plane. Unless otherwise noted in a description, every plane in the D&D cosmology has the normal time trait.

Timeless: On planes with this trait, time still passes, but the effects of time are diminished. See the description of the Astral Plane, page 154, for an example of how the timeless trait can affect certain activities or conditions such as hunger, thirst, aging, the effects of poison, and healing.

The danger of a timeless plane is that once one leaves such a plane for one where time flows normally, conditions such as hunger and aging do occur retroactively. A character who hasn't eaten for ten years on a timeless plane might be ravenous (though not dead), and one who has been "stuck" at age twenty for fifty years might now reach age seventy in a heartbeat. Traditional tales of folklore tell of places where heroes live hundreds of years, only to crumble to dust as soon as they leave.

Shape and Size: Planes come in a variety of sizes and shapes. Most planes (including all of those in the D&D cosmology) are infinite, or at least so large that they may as well be infinite.

Infinite: Planes with this trait go on forever, though they may have finite components within them (such as spherical worlds). Or they may consist of ongoing expanses in two directions, like a map that stretches out infinitely.

Morphic Traits: This trait measures how easily the basic nature of a plane can be changed. Some planes are responsive to sentient thought, while others can be manipulated only by extremely powerful creatures. And some planes respond to physical or magical efforts.

Alterable Morphic: On a plane with this trait, objects remain where they are (and what they are) unless affected by physical force or magic. You can build a castle, animate a statue, or grow crops in an alterable plane, changing your immediate environment as a result of tangible effort. Unless otherwise noted in a description, every plane in the D&D cosmology other than the Outer Planes has the alterable morphic trait.

Highly Morphic: On a plane with this trait, features of the plane change so frequently that it's difficult to keep a particular area stable. Such planes may react dramatically to specific spells, sentient thought, or the force of will. Others change for no reason. In the D&D cosmology, Limbo is a highly morphic plane.

Magically Morphic: Specific spells can alter the basic material of a plane with this trait. The Plane of Shadow, which can be drawn elsewhere and used to duplicate other spells, is a good example of a magically morphic plane.

Divinely Morphic: Specific unique beings (deities or similar great powers) have the ability to alter objects, creatures, and the landscape on planes with this trait. Ordinary characters find these planes similar to alterable planes in that they may be affected by spells and physical effort. But the deities may cause these areas to change instantly and dramatically, creating great kingdoms for themselves. All of the Outer Planes except for Limbo are divinely morphic, which is one reason deities live there.

Elemental and Energy Traits

Within the D&D cosmology, four basic elements and two types of energy together make up everything. The elements are earth, air, fire, and water. The types of energy are positive and negative.

The Material Plane reflects a balancing of those elements and energies; all are found there. Each of the Inner Planes is dominated by one element or type of energy. Other planes may show off various aspects of these elemental traits. Many planes in the D&D cosmology have no elemental or energy traits; these traits are noted in a plane's description only when they are present.

Air-Dominant: Mostly open space, planes with this trait have just a few bits of floating stone or other elements. They usually have a breathable atmosphere, though such a plane may include clouds of acidic or toxic gas. Creatures of the earth subtype, such as earth elementals, are uncomfortable on air-dominant planes because they have little or no natural earth to connect with. They take no actual damage, however.

Earth-Dominant: Planes with this trait are mostly solid. Travelers who arrive run the risk of suffocation (see page 304) if they don't reach a cavern or other pocket within the earth. Worse yet, individuals without the ability to burrow are entombed in the earth and must dig their way out (5 feet per turn). Creatures of the air subtype, such as air elementals, are uncomfortable on earth-dominant planes because these planes are tight and claustrophobic to them. But they suffer no inconvenience beyond having difficulty moving.

Fire-Dominant: Planes with this trait are composed of flames that continually burn without consuming their fuel source. Fire-dominant planes are extremely hostile to Material Plane creatures, and those without resistance or immunity to fire are soon immolated. Unprotected wood, paper, cloth, and other flammable materials catch fire almost immediately, and those wearing unprotected flammable clothing catch on fire (see page 303). In addition, individuals take 3d10 points of fire damage every round they are on a fire-dominant plane. Creatures of the water subtype are extremely uncomfortable on fire-dominant planes. Those that are made of water, such as water elementals, take double damage each round.

While these conditions are typical for all sites on the Elemental Plane of Fire, the circumstances are much worse at locations such as lava pools, magma rivers, and volcano springs. In the D&D cosmology, parts of some evil-aligned Outer Planes are also fire-dominant, and they too have their unusually deadly locations.

Water-Dominant: Planes with this trait are mostly liquid. Visitors who can't breathe water or reach a pocket of air will likely drown (see page 304). Creatures of the fire subtype are extremely uncomfortable on water-dominant planes. Those made of fire, such as fire elementals, take 1d10 points of damage each round.

Positive-Dominant: An abundance of life characterizes planes with this trait. The two kinds of positive-dominant traits are minor positive-dominant and major positive-dominant.

A minor positive-dominant plane is a riotous explosion of life in all its forms. Colors are brighter, fires are hotter, noises are louder, and sensations are more intense as a result of the positive energy swirling through the plane. All individuals in a positive-dominant plane gain fast healing 2 as an extraordinary ability.

Major positive-dominant planes go even further. A creature on a major positive-dominant plane must make a DC 15 Fortitude save to avoid being blinded for 10 rounds by the brilliance of the surroundings. Simply being on the plane grants fast healing 5 as an extraordinary ability. In addition, those at full hit points gain 5 additional temporary hit points per round. These temporary hit points fade 1d20 rounds after the creature leaves the major positive-dominant plane. However, a creature must make a DC 20 Fortitude save each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, killing it.

Negative-Dominant: Planes with this trait are vast, empty reaches that suck the life out of travelers who cross them. They tend to be lonely, haunted planes, drained of color and filled with winds bearing the soft moans of those who died within them. As with positive-dominant planes, negative-dominant planes can be either minor or major. On minor negative-dominant planes, living creatures take 1d6 points of damage per round. At 0 hit points or lower, they crumble into ash.

Major negative-dominant planes are even more severe. Each round, those within must make a DC 25 Fortitude save or gain a negative level. A creature whose negative levels equal its current levels or Hit Dice is slain, becoming a wraith.

The *death ward* spell protects a traveler from the damage and energy drain of a negative-dominant plane.

Alignment Traits

In the D&D cosmology, each of the Outer Planes has a predisposition to a certain alignment. Most of the inhabitants of these planes also have the plane's particular alignment, even powerful creatures such as deities. In addition, creatures of alignments contrary to the plane have a tougher time dealing with its natives and situations.

The alignment trait of a plane affects social interactions there. Characters who follow other alignments than most of the inhabitants do may find life more difficult.

Alignment traits have multiple components. First are the moral (good or evil) and ethical (lawful or chaotic) components; a plane can have either a moral component, an ethical component, or one of each. Second, the specific alignment trait indicates whether each moral or ethical component is mildly or strongly evident.

Good-Aligned/Evil-Aligned: These planes have chosen a side in the battle of good versus evil. No plane can be both good-aligned and evil-aligned.

Law-Aligned/Chaos-Aligned: Law versus chaos is the key struggle for these planes and their residents. No plane can be both law-aligned and chaos-aligned.

Each part of the moral/ethical alignment trait has a descriptor, either "mildly" or "strongly," to show how powerful the influence of alignment is on the plane. A plane could be mildly good-aligned and strongly chaos-aligned, for example.

Mildly Aligned: Creatures who have an alignment opposite that of a mildly aligned plane take a –2 circumstance penalty on all Charisma-based checks. Evil characters on a mildly good-aligned plane, for example, have a hard time getting along with the natives.

Strongly Aligned: On planes that are strongly aligned, a –2 circumstance penalty applies on all Charisma-based checks made by all creatures not of the plane's alignment—in other words, neutral characters take the penalty too. In addition, the –2 penalty affects all Intelligence-based and Wisdom-based checks, too: It's as if the plane itself was standing in your way.

A strongly good-aligned, strongly law-aligned plane would apply the –2 penalty to all creatures with a neutral aspect in their alignment (as well as to evil or chaotic creatures).

The penalties for the moral and ethical components of the alignment trait do stack. A neutral evil character on a mildly good-aligned, strongly chaos-aligned plane would take a –2 penalty on Charisma-based checks for being evil on a mildly good plane, and another –2 penalty on Intelligence-, Wisdom-, and Charisma-based checks for being neutral on a strongly chaos-aligned plane. Such a character would have a –4 circumstance penalty on Charisma-based checks and a –2 circumstance penalty on Intelligence- and Wisdom-based checks.

Neutral-Aligned: A mildly neutral-aligned plane does not apply a circumstance penalty to anyone. Such a plane could become a gathering point where those of different alignments could meet, or the prize that extraplanar forces fight over. In the D&D cosmology, the Outer Plane known as the Outlands is an example of a mildly neutral-aligned plane.

The Material Plane in the D&D cosmology is considered mildly neutral-aligned, though it may contain high concentrations of evil or good, law or chaos in places. This fact often makes the Material Plane a battleground for the various aligned planes and their natives, who may try to change the alignment trait of the Material Plane itself.

Magic Traits

A plane's magic trait describes how magic works on the plane compared to how it works on the Material Plane. Particular locations on a plane (such as those under the direct control of deities) may be pockets where a different magic trait applies.

Normal Magic: This magic trait means that all spells and supernatural abilities function as written. Unless otherwise noted in a description, every plane in the D&D cosmology has the normal magic trait.

Wild Magic: On a plane with the wild magic trait, such as Limbo in the D&D cosmology, spells and spell-like abilities function in radically different and sometimes dangerous ways. Any spell or spell-like ability used on a wild magic plane has a chance to go awry. The caster must make a level check (DC 15 + the level of the spell or effect) for the magic to function normally. For spell-like abilities, use the level or HD of the creature employing the ability for the caster level check and the level of the spell-like ability to set the DC for the caster level check.

Failure on this check means that something strange happens; roll d% and consult the following table.

d%	Effect
01–19	Spell rebounds on caster with normal effect. If the spell cannot affect the caster, it simply fails.
20–23	A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the caster.
24–27	The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time the targets are blinded and must make Concentration checks (DC 15 + spell level) to cast spells.
28–31	The spell affects a random target or area. The DM should randomly choose a different target from among those in range of the spell or center the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close range spells, 20 feet for medium range spells, or 80 feet for long range spells.
32–35	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
36–39	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a *heal* spell.
40–43	The spell does not function. Instead, a *deeper darkness* and a *silence* effect cover a 30-foot radius around the caster for 2d4 rounds.
44–47	The spell does not function. Instead, a *reverse gravity* effect covers a 30-foot radius around the caster for 1 round.
48–51	The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this a *glitterdust* effect with a save DC of 10 + the level of the spell that generated this result.
52–59	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item are used up.
60–71	Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
72–98	The spell functions normally.
99–100	The spell functions strongly. Saving throws against the spell incur a –2 penalty. The spell has the maximum possible effect, as if it were cast with the Maximize Spell feat. If the spell is already maximized with the feat, there is no further effect.

Impeded Magic: Particular spells and spell-like abilities are more difficult to cast on planes with this trait, often because the nature of the plane interferes with the spell. *Fireball* spells may be cast on the Elemental Plane of Water, but the opposing natures of the spell and the plane makes it difficult.

To cast an impeded spell, the caster must make a Spellcraft check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

Enhanced Magic: Particular spells and spell-like abilities are easier to use or more powerful in effect on planes with this trait than they are on the Material Plane.

Natives of a plane with the enhanced magic trait are aware of which spells and spell-like abilities are enhanced, but planar travelers may have to discover this on their own.

If a spell is enhanced, certain metamagic feats can be applied to it without changing the spell slot required or the casting time. Spellcasters on the plane are considered to have that feat or feats for the purpose of applying them to that spell. Spellcasters native to the plane must gain the feat or feats normally if they want to use them on other planes as well.

For example, spells with the fire descriptor are maximized and enlarged on the Elemental Plane of Fire. Wizards on this plane can prepare maximized, enlarged versions of their fire spells even if they don't have the Maximize Spell and Enlarge Spell feats, and they use the same spell slots they would to cast these spells normally (not maximized or enlarged) on the Material Plane. Sorcerers on this plane can cast maximized, enlarged fire spells without using higher-level slots, and it takes them no extra time to do so.

Limited Magic: Planes with this trait permit only the use of spells and spell-like abilities that meet particular qualifications. Magic can be limited to effects from certain schools or subschools, to effects with certain descriptors, or to effects of a certain level (or any combination of these qualities). Spells and spell-like abilities that don't meet the qualifications simply don't work.

HOW PLANES INTERACT

By definition, planes are infinite or near-infinite expanses, whether they are flat worlds, layered vaults, or spheres hanging in space. How, then, can they interact with each other?

As a metaphor, imagine the various planes of a cosmology floating near each other in a three-dimensional constellation or cluster. They are not necessarily "above" or "below" each other, though there is a social tendency to call good-aligned planes "upper" planes and evil-aligned planes "lower" planes. What is important to the D&D cosmology is whether two given planes are separate, coterminous, or coexistent.

Separate Planes: Two planes that are separate do not overlap or directly connect to each other. They are like planets in different orbits. Any Outer Plane, for example, has no direct connection with the Material Plane. The two planes are separate, and the only way to get from one plane to the other is to go through a third plane, such as the Astral Plane.

Coterminous Planes: Planes that touch at specific points are coterminous. Where they touch, a connection exists, and travelers can leave one reality behind and enter the other. It's possible, for example, to sail from Hades to the Abyss on the River Styx.

Coexistent Planes: If a link between two planes can be created at any point, the two planes are coexistent. These planes overlap each other completely. A coexistent plane can be reached from anywhere on the plane it overlaps. When moving on a coexistent plane, it is often possible to see into or interact with the plane it coexists with. The Ethereal Plane is coexistent with the Material Plane, and inhabitants of the Ethereal Plane can see into the Material Plane. With the right magic, inhabitants of the Material Plane can likewise see and interact with those on the Ethereal Plane (*see invisibility* and *magic missile*, for example, both affect the Ethereal Plane).

THE D&D COSMOLOGY

The D&D cosmology is structured as follows.

The Material Plane is at its center.

The Plane of Shadow and the Ethereal Plane are coexistent with the Material Plane. All planes, including the Plane of Shadow and the Ethereal Plane, are coexistent with the Astral Plane, which envelops the whole cosmology like a cloud.

The six Inner Planes surround the Material Plane. They are separate from the Material Plane and from each other (they do not have connections between them). They are each coexistent with the Astral Plane. Each of the Inner Planes has the appropriate elemental or energy trait.

The Outer Planes are arranged in a great wheel around the Material Plane. Each Outer Plane is coterminous to the planes on

either side of it but separate from the other Outer Planes. The exception is the Concordant Domain of the Outlands, which is coterminous to every other Outer Plane and thus serves as a central hub for dealings between outsiders.

The Outer Planes are coexistent with the Astral Plane. They are separate from the Ethereal Plane and the Plane of Shadow, so certain spells (*ethereal jaunt*, for example) aren't available to a caster on the Outer Planes. Each Outer Planes is made up of related layers (see Layered Planes, below), and the most common access to an Outer Plane is through the top layer of each plane. The good-aligned planes, also called the celestial planes or the upper planes, are linked by the path of the River Oceanus. The evil-aligned planes, also called the infernal planes or the lower planes, are linked by the path of the River Styx.

A large number of finite demiplanes connect all over the place. Individual conduits, freestanding portals, and vortices are also common.

Layered Planes

Infinities may be broken into smaller infinities, and planes into smaller, related planes. These layers are effectively separate planes of existence, and each layer can have its own planar traits. Layers are connected to each other through a variety of planar gates, natural vortices, paths, and shifting borders.

Access to a layered plane from elsewhere usually happens on a specific layer: the first layer of the plane, which can be either the top layer or the bottom layer, depending on the specific plane. Most fixed access points (such as portals and natural vortices) reach this layer, which makes it the gateway for other layers of the plane. The *plane shift* spell also deposits the spellcaster on the first layer of the plane.

All layers of a plane are connected to the Astral Plane, so travelers can reach specific layers directly through spells such as *astral projection*. Often the first layer is the one most hospitable to planar travelers.

Random Planar Destinations

Spells such as *prismatic spray* and *banishment* may send an individual to a random plane. To determine where a character winds up, roll on Table 5–7: Random Planar Destinations.

Table 5–7: Random Planar Destinations

d%	Plane
01–05	Heroic Domains of Ysgard
06–10	Ever-Changing Chaos of Limbo
11–15	Windswept Depths of Pandemonium
16–20	Infinite Layers of the Abyss
21–25	Tarterian Depths of Carceri
26–30	Gray Waste of Hades
31–35	Bleak Eternity of Gehenna
36–40	Nine Hells of Baator
41–45	Infernal Battlefield of Acheron
46–50	Clockwork Nirvana of Mechanus
51–55	Peaceable Kingdoms of Arcadia
56–60	Seven Mounting Heavens of Celestia
61–65	Twin Paradises of Bytopia
66–70	Blessed Fields of Elysium
71–75	Wilderness of the Beastlands
76–80	Olympian Glades of Arborea
81–89	Concordant Domain of the Outlands
90–91	Elemental Plane of Fire
92–93	Elemental Plane of Earth
94–95	Elemental Plane of Air
96–97	Elemental Plane of Water
98	Positive Energy Plane
99	Negative Energy Plane
100	Demiplane of your choice

The table assumes that the character's plane of origin is either the Material Plane, the Astral Plane, the Ethereal Plane, or the Plane of Shadow. If the character's plane of origin is instead one of the planes mentioned on Table 5–7, then substitute the Material Plane for the plane of origin's line on the table. For example, breaking a *staff of power* (page 245) on the Elemental Plane of Fire sends the wielder to the Material Plane if a 91 is rolled.

The layer and exact location of an individual's arrival on the particular plane is up to you. Transportation to a random plane does not guarantee survival there, and individuals who risk such effects should be aware of the dangers.

Plane Descriptions

The planes that make up the Great Wheel are briefly described below.

Each of the Transitive Planes and Inner Planes has its own random encounter table. The Outer Planes share four random encounter tables; use the appropriate one as directed in the plane's description. All the encounter tables in this section are intentionally general; if you're designing a site-based adventure on another plane, use the appropriate table as a starting point for your own encounters.

The Ethereal Plane

The Ethereal Plane is a misty, fog-bound dimension that is coexistent with the Material Plane and often other planes as well. Travelers within the Ethereal Plane describe the plane as a collection of swirling mists and colorful fogs. The Material Plane itself is visible from the Ethereal Plane, but it appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy. Ethereal denizens watch the Material Plane as though viewing it through distorted and frosted glass.

While it is possible to see into the Material Plane from the Ethereal Plane, the Ethereal Plane is usually invisible to those on the Material Plane. Normally, creatures on the Ethereal Plane cannot attack creatures on the Material Plane, and vice versa. A traveler on the Ethereal Plane is invisible, incorporeal, and utterly silent to someone on the Material Plane. This makes the Ethereal Plane very useful for reconnaissance, spying on opponents, and other occasions when it's handy to move around without being detected.

The Ethereal Plane is mostly empty of structures and impediments. However, the plane has its own inhabitants. Some of these are other ethereal travelers, but the ghosts found here pose a particular peril to those who walk the fog.

It has the following traits.

- No gravity.
- Alterable morphic. The plane contains little to alter, however.
- Mildly neutral-aligned.
- Normal magic. Spells function normally on the Ethereal Plane, though they do not cross into the Material Plane. It is possible for a caster on the Ethereal Plane to use a *fireball* spell against an enemy on the Ethereal Plane, but the same *fireball* wouldn't affect anyone on the corresponding part of the Material Plane. A bystander on the Material Plane can walk through an ethereal battlefield without feeling more than the hair on the back of his neck standing up.

The only exceptions are spells and spell-like abilities that have the force descriptor, such as *magic missile* and *wall of force*, and abjuration spells that affect ethereal beings. Spellcasters on the Material Plane must have some way to detect foes on the Ethereal Plane before targeting them with force-based spells, of course. While it's possible to hit ethereal enemies with a *magic missile* spell cast on the Material Plane, the reverse isn't possible. No magical attacks cross from the Ethereal Plane to the Material Plane, including force attacks.

Example Ethereal Site: Misty Cemetery

Misty Cemetery (so named because the coastal fog at this location on the Material Plane often obscures the tombstones) is home to the ghosts of warlords from long-forgotten crusades. The ghosts menace wayward travelers and tomb robbers, but they are otherwise content to spend their time on the Ethereal Plane, biding their time until they can pass on to their final reward.

The ghosts rarely confront mourners or other cemetery visitors by daylight—but anyone who visits the cemetery at night, defaces the crypts and tombs, or enters the Ethereal Plane invites their wrath. Their ringleaders are Durek of the Scar (Ftr 12), Colonel Harakh (Ftr 5/Clr 9), and the Eyeless One (Sor 16), but the cemetery is a vast, sprawling place, and the more powerful ghosts can't be everywhere.

To draw a map of the Misty Cemetery, scatter small crypts across the landscape by drawing 10-foot-by-20-foot buildings with masonry walls and locked (Open Lock DC 30) iron doors. Place a tombstone in rows of adjacent squares (a tombstone functions as the slender pillar described on page 64, providing a +2 bonus to Armor Class and a +1 bonus on Reflex saves). Occasionally pick two adjacent squares to represent an open grave (which functions as a trench, described on page 91). When faced with intruders on the Ethereal Plane, the ghosts will lurk within the crypts, trying to surprise the PCs by striking through the walls of the crypts.

Ethereal Plane Encounters (EL 9)

d%	Encounter	Average EL
01–80	Roll on relevant Material Plane table*	—
81–82	1 devourer	11
83	1 couatl	10
84–86	1 night hag and 1 nightmare	10
87	10th-level drow wizard NPC	10
88–90	1d4 xills	9
91–93	1d3 ghosts, 5th-level human fighters	9
94–96	1d6+5 blink dogs	8
97	1d4+2 jann	8
98–99	1d4 phase spiders	8
100	1 succubus (demon)	7

* The encounter is with a creature or creatures on the Material Plane that the PCs can see; generate an appropriate dungeon or wilderness encounter.

PLANE OF SHADOW

The Plane of Shadow is a dimly lit dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Plane of Shadow to cover great distances quickly. The Plane of Shadow is also coterminous to other planes. With the right spell, a character can use the Plane of Shadow to visit other realities.

The Plane of Shadow is a world of black and white; color itself has been bleached from the environment. It is otherwise appears similar to the Material Plane.

The sky on the Plane of Shadow is a black vault with neither sun nor stars. Landmarks from the Material Plane are recognizable on the Plane of Shadow, but they are twisted, warped things—diminished reflections of what can be found on the Material Plane. Despite the lack of light sources, various plants, animals, and humanoids call the Plane of Shadow home.

The Plane of Shadow is magically morphic, and parts continually flow onto other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks. If a traveler visits a mountain range during one use of a *shadow walk* spell, the mountain range may still be there the next time, but the individual mountains may have moved about. Precision is a lost cause on the Plane of Shadow.

The Plane of Shadow has the following traits.

- Magically morphic. Spells such as *shadow conjuration* and *shadow evocation* modify the base material of the Plane of Shadow. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike.
- Mildly neutral-aligned.
- Enhanced magic. Spells with the shadow descriptor are enhanced on the Plane of Shadow. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require the higher spell slots.

Furthermore, specific spells become more powerful on the Plane of Shadow. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). *Greater shadow conjuration* and *greater shadow evocation* are 70% as powerful (not 60%), and a *shades* spell conjures at 90% of the power of the original (not 80%).

- Impeded magic. Spells that use or generate light or fire may fizzle when cast on the Plane of Shadow. A spellcaster attempting a spell with the light or fire descriptor must succeed on a Spellcraft check (DC 20 + the level of the spell). Spells that produce light are less effective in general, because all light sources have their ranges halved on the Plane of Shadow.

Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness are unaffected by the plane.

Example Shadow Site: Dark City

When the characters enter the Plane of Shadow where it coexists with a Material Plane city, they find themselves in a dark, largely abandoned version of that town. The parallels are not exact, so the PCs' favorite inn may be on a different street, be built in a different style, or lie in ruins.

Differences between a Material Plane city and its Plane of Shadow counterpart can be quite significant, such as a huge dark castle where none exists on the Material Plane, or an ancient battlefield where the city green should be. Most troubling of all are the shadowy echoes of people the traveler knows, shadow creatures with the twisted but still recognizable features of loved ones. These shadow duplicates do not speak and have no special abilities, but the effect is disconcerting nonetheless.

Shadow travelers in a place particularly familiar or meaningful to them must succeed on a DC 15 Will save to ignore such dark mirages. Those who fail are haunted and rattled by the similarities, taking a –2 morale penalty on attack rolls and saving throws as long as they remain in a location familiar to them. Travelers who make their saves are unaffected by the dark mirages for the duration of their trip to the Plane of Shadow.

Not everything in a dark city is a mirage. Undead shadows glide through the streets looking for anyone who doesn't belong amid the gloom, and bodaks that have found their way onto the Plane of Shadow stalk living travelers.

To draw a map for encounters in a dark city, start by drawing a normal cityscape (as described in the Urban Adventures section, page 98). Then reduce roughly one-quarter of the buildings to rubble (treat as large piles of stone and heavy debris strewn about). Another one-quarter of the buildings have some structural damage, such as gaping holes in the walls and collapsed roof timbers. Finally, move a few buildings into locations that don't correspond with their Material Plane counterparts, and add and subtract a few streets and alleys.

Plane of Shadow Encounters (EL 11)

d%	Encounter	Average EL
01–10	1 nightwing (nightshade)	14
11–20	1 lich, 11th-level human wizard	13
21–40	1d4+2 spectres	11
41–60	1 dread wraith	11
61–80	1d3 greater shadows	10
81–100	1d6+3 shadow mastiffs	10

D&D Cosmology: The Great Wheel

Top View
showing main planar relationships

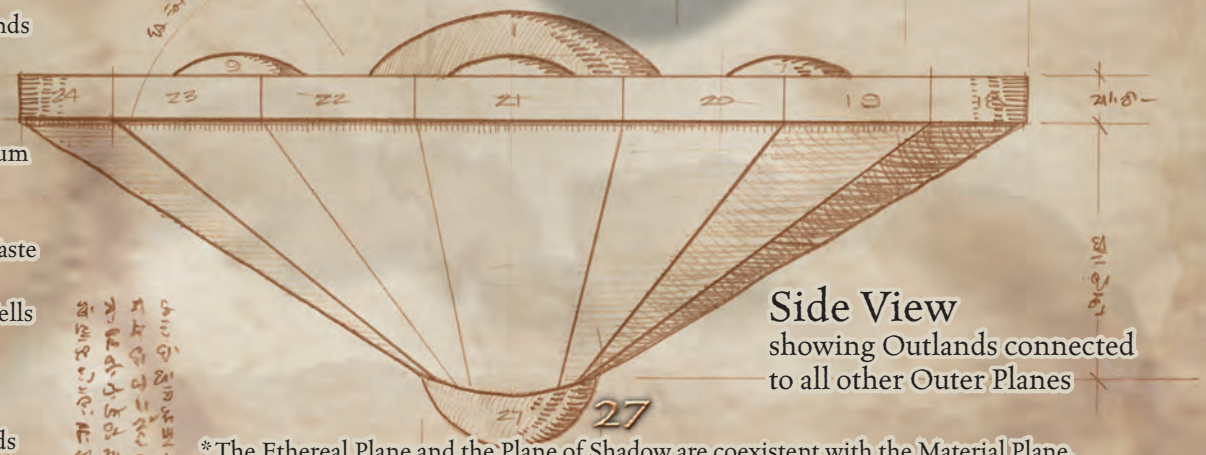
Key

Material Plane
- 1) Material Plane

Transitive Planes
- 2) Ethereal Plane*
- 3) Plane of Shadow*
- 4) Astral Plane

Inner Planes
- 5) Positive Energy Plane
- 6) Elemental Plane of Fire
- 7) Elemental Plane of Earth
- 8) Negative Energy Plane
- 9) Elemental Plane of Water
- 10) Elemental Plane of Air

Outer Planes
- 11) Celestia
- 12) Bytopia
- 13) Elysium
- 14) The Beastlands
- 15) Arborea
- 16) Ysgard
- 17) Limbo
- 18) Pandemonium
- 19) The Abyss
- 20) Carceri
- 21) The Gray Waste
- 22) Gehenna
- 23) The Nine Hells
- 24) Acheron
- 25) Mechanus
- 26) Arcadia
- 27) The Outlands



Side View
showing Outlands connected to all other Outer Planes

*The Ethereal Plane and the Plane of Shadow are coexistent with the Material Plane.

THE ASTRAL PLANE

The Astral Plane is the space between the planes. When a character moves through an interplanar portal or projects his spirit to a different plane of existence, he travels through the Astral Plane. Even spells that allow instantaneous movement across a plane, such as *dimension door*, briefly touch the Astral Plane.

The Astral Plane is a great, endless sphere of clear silvery sky, both above and below. Large tube-shaped clouds slowly coil into the distance, some appearing like thunderheads and others looking like immobile tornadoes of gray wind. Erratic whirlpools of color flicker in midair like spinning coins. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain.

Both planar travelers and refugees from other planes call the Astral Plane home. The most prominent denizens of the Astral Plane are the githyanki, an outcast race that preys on travelers throughout the plane.

The Astral Plane has the following traits.

- Subjective directional gravity.
- Timeless. Age, hunger, thirst, poison, and natural healing don't function in the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane.
- Mildly neutral-aligned.
- Enhanced magic. All spells and spell-like abilities used within the Astral Plane may be employed as if they were improved by the Quicken Spell feat. Already quickened spells and spell-like abilities are unaffected, as are spells from magic items. Spells so quickened are still prepared and cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell can be cast per round.

Githyanki pirates lurk on the Astral Plane

Illus. by J. Jarvis

Example Astral Site: Silver Sky

The characters are surrounded by a silver-gray haze that stretches endlessly in all directions. The map's only feature is a colorful 10-foot-diameter pool that provides a natural portal to another plane (determined randomly). Some 70% of color pools are one-way portals.

Astral Plane Encounters (EL 11)

d%	Encounter	Average EL
01–15	1 astral deva (angel)	14
16–25	1 young adult red dragon	13
26–40	10th-level human cleric NPC and 10th-level goblin rogue NPC	12
41–50	1 devourer	11
51–65	1d4 efreet	11
66–75	1 cauchemar (nightmare)	11
76–90	1d3 mind flayers	10
91–100	1d3 noble djinn (genie)	8

If characters explore this part of the Astral Plane, they'll discover more color pools that lead elsewhere. It takes 1d4×10 hours to find a color pool that leads to a particular plane.

But the PCs aren't alone in the serene haze of the Astral Plane. Githyanki pirates cruise the color pools, looking for well-heeled travelers from other planes. A typical githyanki pirate ship is a longship (described on page 132 of the *Player's Handbook*) that flies under its own power at a speed of 90 feet. The pirate captain (githyanki Ftr11 or Ftr6/Rog5) leads his crew into battle, with a war-wizard (githyanki Wiz9) or mercenary cleric (tiefling Clr9) providing support to the rank-and-file pirates. (Githyanki are never clerics themselves, so they must hire mercenary clerics because natural healing doesn't work on the Astral Plane.)

The githyanki use the enhanced magic of the Astral Plane to good effect, taking full attacks, then using their *dimension door* spell-like ability as a free action to confound their enemies.

ELEMENTAL PLANE OF AIR

The Elemental Plane of Air is an empty plane, consisting of sky above and sky below. Clouds billow up in bank after bank, swelling into grand thunderheads and dissipating into wisps like cotton candy. The wind pulls and tugs around travelers, and rainbows glimmer in the distance.

The Elemental Plane of Air is the most comfortable and survivable of the Inner Planes, and it is the home of all manner of airborne creatures. Indeed, flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage.

The Elemental Plane of Air has the following traits.

- Subjective directional gravity. Inhabitants of the plane determine their own "down" direction. Objects not under the motive force of others do not move.
- Air-dominant.
- Enhanced magic. Spells and spell-like abilities that use, manipulate, or create air (including spells of the Air domain) are both empowered and enlarged (as if the Empower Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots).
- Impeded magic. Spells and spell-like abilities that use or create earth (including spells of the Earth domain and spells that summon earth elementals or outsiders with the earth subtype) are impeded.

Example Plane of Air Site: Cloud Island

What appears to be a white cumulus cloud is actually as solid as earth, if somewhat difficult to move across (treat as a shallow bog; see page 88). Creatures with a fly speed can force themselves through the cloud island (effectively giving them a burrow speed of 10 feet). Some 2d4 pillars of fog 10 feet across drift across the landscape (they provide concealment as the *obscuring mist* spell, moving 10 feet in a random direction at initiative count 0). The cloud island is about 1/2 mile wide and 1d10×5 feet thick at any given point.

Elemental Plane of Air Encounters (EL 10)

d%	Encounter	Average EL
01–20	1d4+2 noble djinn (genie)	12
21–32	1 elder air elemental	11
33–47	1d3 elder arrowhawks	10
48–62	1d4+2 belkers	10
63–74	1 greater air elemental	9
75–84	1d4+2 adult arrowhawks	9
85–92	1 invisible stalker	7
93–100	1 Huge air elemental	7

Floating in serene contemplation in the center of the cloud island is a noble djinn (see page 115 of the *Monster Manual*). If characters capture him (by defeating him without killing him or driving him away), he will grant three *wishes* collectively to the party. He is eager to talk to visitors from the Material Plane, where he spent more than a century trapped by an evil wizard. If characters can improve his attitude to friendly (it starts out indifferent), he'll offer the characters a bargain. He will grant three *wishes* to the party if the characters will first avenge his imprisonment by capturing the evil Material Plane conjurer and returning him to this cloud island, where the djinn will arrange for "long-term detention."

ELEMENTAL PLANE OF EARTH

The Elemental Plane of Earth is a solid place made of rock, soil, and stone. An unwary and unprepared traveler may find himself entombed within this vast solidity of material and have his life crushed into nothingness, his powdered remains a warning to any foolish enough to follow.

Despite its solid, unyielding nature, the Elemental Plane of Earth is varied in its consistency, ranging from relatively soft soil to veins of heavier and more valuable metal. Striations of granite, volcanic rock, and marble interweave with brittle crystal and soft, crumbling chalks and sandstones. Thin veins of gemstones, rough and huge, can be found within the plane, and these unpolished jewels often lead the greedy to this plane in the hope of picking them up with minimal effort. Such prospectors often meet their match in the natives of the Elemental Plane of Earth, who feel extremely attached (sometimes literally) to parts of their home.

The Elemental Plane of Earth has the following traits.

- Earth-dominant.
- Enhanced magic. Spells and spell-like abilities that use, manipulate, or create earth or stone (including those of the Earth domain) are both empowered and extended (as if the Empower Spell and Extend Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already empowered or extended are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities that use or create air (including spells of the Air domain and spells that summon air elementals or outsiders with the air subtype) are impeded.

Example Plane of Earth Site: Great Dismal Delve

Essentially a dungeon the size of a continent, the Great Dismal Delve is a maddening maze of passages that are intentionally bewildering to the traveler. A variety of powerful genie lords and their slave races live here in dark splendor, eagerly mining gems for trade. Slaves, often the losers in bets and bargains with the rulers of the Great Dismal Delve, build and rebuild passages, fend off elemental attacks, and are otherwise slowly worked to death by their uncaring masters.

Glowing crystals line the Great Dismal Delve, and great vaults are set with them in star patterns unlike any seen on the Material Plane. The Great Dismal Delve spans a number of large, natural caverns that are tectonically unstable. Earthquakes (with an effect as the spell; see page 225 of the *Player's Handbook*) are frequent occurrences, which keeps the slaves busy doing repair work.

The connections and passages of the Great Dismal Delve link up with a complicated array of portals leading to other Inner Planes, the subterranean reaches of some of the Outer Planes, and the deepest dungeons of the Material Plane. It is rumored that somewhere within the Great Dismal Delve is a freestanding portal to almost every secret location within the D&D cosmology.

Elemental Plane of Earth Encounters (EL 10)

d%	Encounter	Average EL
01–25	1 elder earth elemental	11
26–50	1d4+2 average xorns	10
51–75	1d3 elder xorns	10
76–90	1 greater earth elemental	9
91–100	1 Huge earth elemental	7

A map of the Great Dismal Delve looks like any dungeon, only it stretches far beyond what's available on the Material Plane. The Great Dismal Delve is a mix of natural caverns and finely worked passageways. Doors, corridors, and rooms are as likely to be trapped as they are in the deadliest dungeon, and almost any monster can be found either lurking in its lair or stalking the PCs through the hallways.

ELEMENTAL PLANE OF FIRE

Everything is alight on the Elemental Plane of Fire. The ground is nothing more than great, evershifting plates of compressed flame. The air ripples with the heat of continual firestorms, and the most common liquid is magma, not water. The oceans are made of liquid flame, and the mountains ooze with molten lava. The plane is a crematorium for the unprepared traveler and an uncomfortable spot even for the dedicated adventurer.

Fire survives here without need for fuel or air, but flammables brought onto the plane are consumed readily. The elemental fires seem to feed on each other to produce a continually burning landscape.

The Elemental Plane of Fire has the following traits.

- Fire-dominant.
- Enhanced magic. Spells and spell-like abilities with the fire descriptor are both maximized and enlarged (as if the Maximize Spell and Enlarge Spell had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized or enlarged are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded.

Elemental Plane of Fire

Illus. by R. Mimura

Example Plane of Fire Site: City of Brass

The City of Brass is populated by powerful efreet and is considered by many efreet to be their home and their capital. Efreet may be found elsewhere on the Elemental Plane of Fire, but even far-flung settlements owe fealty and allegiance to the grand sultan who rules the City of Brass from his burning palace. The grand sultan is said to be an efreeti of singular power and prowess, and is advised by all manner of elemental nobles. His direct servants, both in the city and on the Material Plane, are six lords of considerable power.

The city is cradled in a brass hemisphere 40 miles across, floating above a plate of cracked obsidian at the heart of the Elemental Plane of Fire. Stairs of burning basalt and rivers of flame stream up from the surface below to the well-armed gates of the city. The city walls may be breached by flying creatures, but the efreet take a dim view of interlopers who refuse to present themselves at one of the city's gates.

The City of Brass is the best known location on the Elemental Plane of Fire and is also the most likely to be visited by travelers from the Material Plane. The air is slightly cooler here; it deals no damage (unlike everywhere else on this fire-dominant plane), but it is still stiflingly hot. That doesn't mean the City of Brass is particularly hospitable. Every brass wall glows with heat, and casual contact with the walls deals 1d6 points of fire damage per round.

Even the iron cobblestones glow with heat, dealing 1 point of fire damage per round. Without the aid of magic, visitors soon writhe and burn in the streets.

The City of Brass has the mildly evil-aligned trait. Good-aligned creatures within the City of Brass take a –2 penalty on all Charisma-based checks. This alignment trait is due in part to the nature of the efreet within the walls, but the city also has a number of freestanding portals leading to the Nine Hells of Baator. Devils are common within the walls of the City of Brass, either performing missions for their infernal masters or bringing tribute and gifts to the grand sultan's court.

To make an encounter map for the City of Brass, use the guidelines in the Urban Adventures section (page 98), but the buildings are half again as tall as they would be in a Material Plane city, and most have a plethora of exterior staircases, ledges, and balconies. Include some pools of magma, which deals 2d6 points of fire damage to characters who wade through it and 20d6 points of fire damage to creatures who are fully immersed. Some pedestals and sconces spout blasts of flame every 1d4 rounds (dealing 5d6 points of fire damage to everyone within 20 feet at initiative count 0; Reflex DC 14 half).

At the center of the city are its tallest towers and greatest fountains of flame. Here is the Burning Palace of the Grand Sultan of All the Efreet, where he rules from the Charcoal Throne. It is said that within the great palace are wonders beyond belief and treasure beyond counting. But here also is found death for any uninvited guest who seeks to wrest even a single coin or bauble from the treasure rooms of the grand sultan.

ELEMENTAL PLANE OF FIRE ENCOUNTERS (EL 10)

d%	Encounter	Average EL
01–15	1d4+2 efreet (genie)	12
16–40	1 elder fire elemental	11
41–60	1d4+2 average salamanders	10
61–75	1 noble salamander	10
76–90	1 greater fire elemental	9
91–100	1 Huge fire elemental	7

ELEMENTAL PLANE OF WATER

The Elemental Plane of Water is a sea without a floor or a surface, an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Inner Planes once a traveler gets past the problem of breathing the local medium.

The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam and jetsam suspended within this endless liquid. These settlements drift on the tides of the Elemental Plane of Water.

The Elemental Plane of Water has the following traits.

- Subjective directional gravity. The gravity here works similar to that of the Elemental Plane of Air. But sinking or rising on the Elemental Plane of Water is slower (and less dangerous) than on the Elemental Plane of Air.
- Water-dominant.
- Enhanced magic. Spells and spell-like abilities that use or create water are both extended and enlarged (as if the Extend Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already extended or enlarged are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities with the fire descriptor (including spells of the Fire domain) are impeded.

Example Water Site: Sargasso Doldrum

A spherical tangle of kelp and seaweed a mile across, the sargasso doldrum is home to many dangerous predators that feed on the herbivorous fish that eat the seaweed.

Characters who explore the sargasso doldrum find it tough going. Even if they have a swim speed, it takes 2 squares of movement to struggle through each square in the web of kelp. Only those with a *freedom of movement* or *pass without trace* spell can move normally through the area. Line of sight is limited to 30 feet, and creatures more than 20 feet away have concealment.

The sargasso doldrum is infested with dire sharks, who attack in great hunting schools without regard to their own safety. More sinister foes such as aboleths and black dragons study interlopers as they fight the sharks, deciding how best to hunt them if they stay among the seaweed.

Elemental Plane of Water Encounters (EL 10)

d%	Encounter	Average EL
01–20	1 elder water elemental	11
21–45	1d3 elder tojanidas	11
46–65	1d4+2 adult tojanidas	9
66–85	1 greater water elemental	9
86–100	1 Huge water elemental	7

A ruined war galley sits in the center of the sargasso doldrum. The ship, protected by a neutral alignment, maximized *forbiddance* spell, holds the treasure trove of a powerful water naga wizard. The aboleths and black dragons don't know what's in the ship's hold; they would just hire neutral creatures to extract the riches if they found out what they could gain.

To draw an encounter map for the doldrums, include some irregular clusters of adjacent squares roughly 15 feet across. These squares, representing particularly dense clots of sargasso, function as heavy undergrowth (see page 87).

NEGATIVE ENERGY PLANE

The Negative Energy Plane is a barren, empty place, a void without end, and a place of empty, endless night. Worse, it is a needy, greedy plane, sucking the life out of anything that is vulnerable. Heat, fire, and life itself are all drawn into the maw of this plane, which always hungers for more.

To an observer, there's little to see on the Negative Energy Plane. It is a dark, empty place, an eternal pit where a traveler can fall until the plane itself steals away all light and life.

The Negative Energy Plane is the most hostile of the Inner Planes, and the most uncaring and intolerant of life. Only creatures immune to its life-draining energies can survive there.

The Negative Energy Plane has the following traits.

- Subjective directional gravity.
- Major negative-dominant. Some areas within the plane have only the minor negative-dominant trait, and these islands tend to be inhabited.
- Enhanced magic. Spells and spell-like abilities that use negative energy are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. Class abilities that use negative energy, such as rebuking and controlling undead, gain a +10 bonus on the roll to determine Hit Dice affected.
- Impeded magic. Spells and spell-like abilities that use positive energy, including *cure* spells, are impeded. Characters on this plane take a –10 penalty on Fortitude saving throws made to remove negative levels bestowed by an energy drain attack.

Random Encounters: Because the Negative Energy Plane is virtually devoid of creatures, random encounters on the plane are exceedingly rare.

Example Negative Plane Site: Voidstone Field

In some locations on the Negative Energy Plane, the collapsing intensity of the plane is so great that the negative energy folds in on itself, stabilizing into solid chunks of utterly black matter. These chunks of voidstone might be the building blocks of such items as the *sphere of annihilation* (page 279). Indeed, anything that comes into contact with a voidstone is destroyed in seconds.

Unlike with a *sphere of annihilation*, a character touching a piece of voidstone gets a DC 25 Fortitude save each round he stays in contact with it. Natives of the Negative Energy Plane are vulnerable to voidstones.

A chunk of voidstone cannot be controlled through mental energy as a *spheres of annihilation* can be.

Voidstones may be of any size, ranging from inches across to dozens of feet. To draw them on an encounter map, put small dots (representing very small voidstones roughly 1 foot in diameter) in about 5% of the squares. Draw 3d6 voidstones that take up a whole square each, and add 1d4 very large voidstones that are 10 feet or more in diameter.

The very small and very large voidstones are stationary, but the square-sized voidstones move. Each round at initiative count 0, each square-sized voidstone moves 1d3 squares toward the nearest living creature.

Nightwalkers lurk among the voidstones, which act as an alarm system for them (the voidstones stay stationary because the nightwalkers are undead). PCs who fight the nightwalkers will also have to contend with the inexorable approach of the voidstones. The nightwalkers have learned to use the unusual terrain in other ways; they'll use their heft to bull-rush foes into oblivion, for example.

POSITIVE ENERGY PLANE

The Positive Energy Plane is best compared to the heart of a star. It is a continual furnace of creation, a domain of brilliance beyond the ability of mortal eyes to comprehend. Its very being wavers and ripples as new matter and energy is born and swells to full power like a bursting fruit. It is a vibrant plane, so alive with itself that travelers themselves are empowered by visiting it.

The Positive Energy Plane has no surface and is akin to the Elemental Plane of Air with its wide-open nature. However, every bit of this plane glows brightly with innate power. This power is dangerous to mortal forms, which are not made to handle it.

Despite the beneficial effects of the plane, it is one of the most hostile of the Inner Planes. An unprotected character on this plane swells with power as positive energy is force-fed into him. Then, his mortal frame unable to contain that power, he immolates as if he were a small planet caught at the edge of a supernova. Visits to the Positive Energy Plane are brief, and even then travelers must be heavily protected.

The Positive Energy Plane has the following traits.

- Subjective directional gravity.
- Major positive-dominant. Some regions of the plane have the minor positive-dominant trait instead, and those islands tend to be inhabited.
- Enhanced magic. Spells and spell-like abilities that use positive energy, including *cure* spells, are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit.

Class abilities that use positive energy, such as turning and destroying undead, gain a +10 bonus on the roll to determine Hit Dice affected. (Undead are almost impossible to find on this plane, however.)

- Impeded magic. Spells and spell-like abilities that use negative energy (including *inflict* spells) are impeded.

Random Encounters: Because the Positive Energy Plane is virtually devoid of creatures, random encounters on the plane are exceedingly rare.

Example Positive Plane Site: Burst Cluster

Even among the brilliant and deadly radiance of the Positive Energy Plane, some regions are more intense and dangerous than others. These regions erupt like miniature suns, suddenly granting those within the burst radius (usually 30 feet, but occasionally up to 120 feet) an additional 3d10 temporary hit points. The dangers of exceeding double one's full normal hit points (as noted for the positive-dominant trait) still apply.

In addition, those within an energy burst must make a DC 24 Fortitude save or be blinded for 1d10 rounds.

Ravids sometimes patrol the periphery of burst clusters, confident that their high speed will get them out of danger before a burst makes them explode.

HEROIC DOMAINS OF YSGARD

Ysgard is a plane on an epic scale, with soaring mountains, deep fjords, and dark caverns that hide the secret forges of the dwarves. A biting wind always blows at a hero's back. From the freezing water channels to the sacred groves of Alfheim's elves, Ysgard's terrain is grand and terrible. It is a place of sharp seasons: Winter is a time of darkness and killing cold, and a summer day is scorching and clear.

Most spectacular of all, the landscape floats atop immense rivers of earth flowing forever through an endless skyscape. The broadest earthen rivers are the size of continents, while smaller sections, called earthbergs, are island-sized. Fire rages under each river, but only a reddish glow penetrates to the continent's top. Of more concern is the occasional collision between rivers, which produces terrible quakes and sometimes spawns new mountain ranges.

Ysgard is the home of slain heroes who wage eternal battle on fields of glory. When these warriors fall, they rise again the next morning to continue eternal warfare.

The plane boasts two layers beneath the top layer, also called Ysgard: the fiery caverns of Muspelheim and the underground forests of Nidavellir.

Ysgard has the following traits.

- Infinite size. Ysgard goes on forever, but its well-known realms have boundaries within the plane as a whole.
- Divinely morphic. Specific powerful beings (such as the deities Kord and Olidammara) can alter Ysgard with a thought. Ordinary creatures find Ysgard as easy to alter as the Material Plane is—they can be affected by spells and physical effort normally. But deities can change vast areas, creating great realms for themselves.
- No elemental traits. No one element dominates on Ysgard; all are in balance, as on the Material Plane. However, parts of the second layer, Muspelheim, are treated as if they possessed the fire-dominant trait.
- Minor positive-dominant. Ysgard possesses a riotous explosion of life in all its forms. All individuals on a positive-dominant plane gain fast healing 2 and may even regrow lost limbs in time. Additionally, those slain in the never-ending conflicts on Ysgard's fields of battle rise each morning as if *true resurrection* had been cast on them, fully healed and ready to fight anew. Only those who suffer mortal wounds on Ysgard's battlefields get the *true resurrection* effect; dead characters brought to Ysgard don't spontaneously revive.
- Mildly chaos-aligned. Lawful creatures on Ysgard take a –2 penalty on all Charisma-based checks.

Random Encounters: Use the Beatific Encounters table (page 167) for random encounters on Ysgard.

Example Ysgard Site: Plain of Ida

This great field is located near the great free city of Himinborg, the largest population center on Ysgard's top layer. The Plain of Ida hosts daily festivals where warriors can flaunt their mettle. Here, bravery and skill in battle is valued over all else. It's also a battlefield where rival armies clash by day only to revel in Himinborg's taverns by night.

Characters who wind up on the Plain of Ida are as likely to be thrust into the maelstrom of a battle as they are to explore the carnival atmosphere of a "festival of steel."

To draw a map for a mass battle, use the battlefield guidelines in the Plains Terrain section (see page 91). The combatants on the Plain are generally mercenary companies that wander the Planes. Because soldiers rise the next morning, the Plain of Ida is a useful tool for units that want to hone their mass-battle skills.

Almost any kind of creature can be found on the battlefield. A phalanx of dwarves might stand resolute against an assault by half-celestial giants. A horde of slaadi might overrun githyanki mercenaries, only to be routed by dragon-mounted githyanki reinforcements. If the characters find themselves in the middle of a battle, they'll have to combine diplomacy with combat prowess to avoid being crushed by both sides.

Major battles happen only one day in three, on average. Festivals are common on the other days, featuring a variety of sideshows, midway booths, and merchants surrounding the main event, which is always a test of martial prowess. Sword duels, jousts on exotic steeds, wrestling matches, archery tourneys, and even grand tugs-of-war are common on the Plain of Ida, with many spectators and participants traveling from Himinborg. The prizes are often substantial, but the competition is fierce. The festivals attract fairgoers from across the Great Wheel, so they always offer diversions and intrigues for the less athletically minded.

With a guaranteed *true resurrection* if they fall, many characters will find battles on the Plain of Ida too tempting to pass up. Defeat still has its price, however, because victorious armies often loot the bodies of the fallen. Some characters might lose but not technically die (being turned to stone, banished from the plane entirely, or taken prisoner).

EVER-CHANGING CHAOS OF LIMBO

Limbo is a plane of pure chaos. Untended sections appear as a roiling soup of the four basic elements and all their combinations. Balls of fire, pockets of air, chunks of earth, and waves of water battle for ascendancy until they in turn are overcome by yet another chaotic surge. Landscapes similar to ones found on the

Material Plane drift through the miasma: bits of forest, meadow, ruined castles, and small islands. Despite the plane's inhospitable environment, the slaadi and the githzerai call Limbo home.

Limbo has no layers. Or, if it does, the layers continually merge and part, each is as chaotic as the next, and even the wisest sages would be hard-pressed to distinguish one from another.

Limbo has the following traits.

- Subjective directional gravity.
- Highly morphic. Limbo is continually changing, and keeping a particular area stable is difficult. A given area, unless magically stabilized somehow, can react to specific spells or sentient thought. Left alone, it continually changes. For more information, see Raw Limbo under Limbo Terrain, below.
- Sporadic element-dominant. No one element constantly dominates Limbo. Each element (air, earth, fire, and water) is dominant from time to time, so any given area is a chaotic, dangerous boil. The elemental dominance can change without warning.
- Strongly chaos-aligned. This trait does not apply within the walls of githzerai monasteries (but it does apply in githzerai cities).
- Wild magic. Spells and spell-like abilities function normally within permanent structures or on permanently stabilized landscapes in Limbo. However, any spell or spell-like ability used in an untended area of Limbo, or an area temporarily controlled, has a chance to go awry. The spellcaster must make a level check (1d20 + spellcaster level) against a DC of 20 + the level of the attempted spell. If the caster fails the check, roll on the table on page 150 to determine the exact effect.

Random Encounters: Alternate between the Beatific Encounters table and the Abyssal Encounters table (page 167) for random encounters in Limbo.

Limbo Terrain

There are two kinds of terrain in Limbo. The vast majority of the plane is uncontrolled, raw Limbo, but here and there are islands of more stable terrain—usually earth, but sometimes another material.

Raw Limbo: To draw an encounter map of raw Limbo, scatter irregular areas of fire, water, earth, and high winds across the grid. As a rough guide, make each area roughly 40 feet square and put a 15-foot gap between areas. But because this is the plane of ultimate chaos, you should vary widely from this guideline.

Roughly one-quarter of the areas are fire-dominant (dealing 3d10 points of damage per round and setting characters on fire), one-quarter are water-dominant (essentially free-floating blobs of water), one quarter are air-dominant tornadoes (as described on page 94), and one-quarter are simply earth.

Every round, at initiative count 0, the areas of raw Limbo shift. For each area, roll 1d8. This determines the direction that a particular area will shift, with 1 being back toward the top of the map and 2 through 8 counting clockwise in 45-degree increments. Then, shift the entire area 1d4 squares in that direction.

If fire-dominant and water-dominant areas overlap after the shift, they cancel each other out within the area of the overlap, changing the shape of both areas and leaving the area of the overlap outside both areas. The same thing happens if an air-dominant and earth-dominant area overlap. Other overlaps (fire and earth, for example) have the full effects of both elements in the overlap area.

Stable Areas: Most of Limbo's living inhabitants remain in the stable areas free of the plane's shifting elements. Often these stable areas are chunks of earth and stone up to a half-mile across. Occasionally a lake of stable water, or a massive, roiling firestorm will appear.

Example Limbo Site: Monastery of Zerth'Ad'lun

One of many githzerai monasteries on the plane, Zerth'Ad'lun follows the teaching of Sensei Belthomias, a 16th-level monk. Belthomias teaches a specialized martial art (as do many monasteries), and those students who fully embrace his teachings are also called Zerth cenobites. Those who practice *zerthi*—"Zerth's teaching" in the githzerai tongue—claim to peer a moment into the future in order to aid their martial expertise.

From the exterior, the monastery appears almost like a small glade of stone spires and towers layered around a sphere about a quarter-mile in diameter. Taking full advantage of the subjective gravity of Limbo, the interior of the monastery has winding stairs that connect "floors" to "walls" or "ceilings." All the surfaces are really floors for those who don't mind adjusting their own subjective orientation.

Vast halls provide room for mass martial arts training, while hundreds of tiny cells lighted by dim candles provide privacy for individual meditations. The schedule of a monk at Zerth'Ad'lun is strict and harsh, but the rewards of the spirit are considered sufficient compensation.

Mapping the monastery—even enough of it for an encounter—is difficult because the best frame of reference seems to change from square to square. Simply throw in as many dungeon elements as you can, making sure to rotate some and turn others upside down. If the characters fight the monks of the monastery, have the monks jump from ceiling to wall, using subjective gravity to right themselves when they land.

The monastery welcomes visitors and may put them up for as long as a week in quarters set aside for hospitality. Nongithzerai who are interested in studying at the monastery are allowed to do so—Belthomias is impressed by any nongithzerai who can survive Limbo long enough to find the monastery. The supplicant must be willing to spend a few months in the monastery learning the basics and abiding the schedule of a cenobite. Then Belthomias poses a series of three tests, one of which involves fighting slaadi, one of which involves controlling Limbo, and one of which involves a quest to the Material Plane (often to the subterranean homes of the mind flayers).

WINDSWEPT DEPTHS OF PANDEMONIUM

Pandemonium is a great mass of matter pierced by innumerable tunnels carved by the howling winds of the plane. It is windy, noisy, and dark, having no natural source of light. The wind quickly extinguishes normal fires, and lights that last longer draw the attention of wights driven insane by the constant howling wind.

Every word, scream, or shout is caught by the wind and flung through all the layers of the plane. Conversation is accomplished by shouting, and even then words are spirited away by the wind before they travel farther than 10 feet.

The stale wind of Pandemonium is cold, and it steals heat from unprotected travelers. The endless gale buffets each inhabitant, blowing sand and dirt into eyes, snuffing torches, and carrying away loose items. In some places, the wind howls so fiercely that it lifts creatures off their feet and carries them for miles before dashing their forms against some dark cliff face.

In a few relatively sheltered places, the wind dies down to just a breeze carrying haunting echoes from distant parts of the plane, though these sounds are so distorted that they sound like cries of torment.

Pandemonium has four layers: Pandesmos, Cocytus, Phlegethon, and Agathion. Pandesmos, the highest layer, has large caverns and passageways, with Cocytus and Phlegethon having progressively smaller and more rugged caverns. Agathion has only isolated caverns, with no tunnels linking them.

Pandemonium has the following traits.

- Objective directional gravity. In the cavernous tunnels of Pandemonium, gravity is oriented toward whatever wall a creature is nearest. Thus, there is no normal concept of floor, wall and ceiling—any surface is a floor if you're near enough to it. Rare narrow tunnels exactly cancel out gravity, allowing a traveler to

shoot through them at incredible speed. The layer of Phlegethon is an exception—there, the normal gravity trait applies.

- Divinely morphic. Specific powerful beings such as the deity Erythnul can alter Pandemonium. Ordinary creatures find Pandemonium indistinguishable from the Material Plane (it has the alterable morphic trait for them, in other words). Spells and physical effort affect Pandemonium normally.
- Mildly chaos-aligned.

Random Encounters: Use the Abyssal Encounters table (page 167) for random encounters in Pandemonium.

Example Pandemonium Site: Howler's Crag

Howler's Crag is a jumbled pile of stones, boulders, and worked stone, as if a giant's palace had collapsed in on itself, standing in the center of Cocytus. The Crag's top is a mostly level platform about 10 feet in diameter, with a low wall surrounding it. The platform and those on it glow with an ephemeral blue radiance. The lower reaches of the Crag are riddled with small burrows. Some are dead ends, but others connect. The wall of every burrow is covered with writing in lost alphabets that supposedly spells out strange psalms, liturgies, and strings of numerals or formulas.

Natives of Pandemonium say that anything yelled aloud from the top of the Crag finds the ears of the intended recipient, no matter where that recipient is on the Great Wheel. The words of the message are borne on a shrieking, frigid wind.

Demons of various sorts have learned that visitors constantly trickle to the Crag. The visitors are usually archaeologists, diviners, or those wishing to send a message to some lost friend or enemy. Most become the prey of the ambushing fiends.

Howler's Crag is large enough to provide its own gravity; characters can simply walk up it without needing to climb. To make an encounter map for Howler's Crag, draw it as if the Crag were the floor (covered in dense rubble; see page 90). Include a number of burrows, which are each 10 feet in diameter. The fiends that waylay travelers (often hezrous and nalfeshnees) will emerge from the burrows when they sense the presence of visitors.

As elsewhere on Pandemonium, a fight on Howler's Crag takes place among strong winds. Attacks with ranged weapons have a –2 penalty due to the winds, and a Tiny or smaller creature must succeed on a DC 10 Fortitude save each round or be knocked down.

Sometimes the winds that buffet Howler's Crag are even more powerful. For the effects of stronger winds on combat, see page 95.

INFINITE LAYERS OF THE ABYSS

The Abyss is all that is ugly, all that is evil, and all that is chaotic reflected in infinite variety through layers beyond counting. Its virtually endless layers spiral downward into ever more atrocious forms. Conventional wisdom places the number of layers of the Abyss at 666, though there may be far more. The whole point of the Abyss, after all, is that it's far more terrible than conventional wisdom could ever encompass.

Each layer of the Abyss has its own unique, horrific environment. No theme unifies the multifarious layers other than their harsh, inhospitable nature. Lakes of caustic acid, clouds of noxious fumes, caverns of razor-sharp spikes, and landscapes of magma are all possibilities. So are less immediately deadly terrains such as parched salt deserts, subtly poisonous winds, and plains of biting insects.

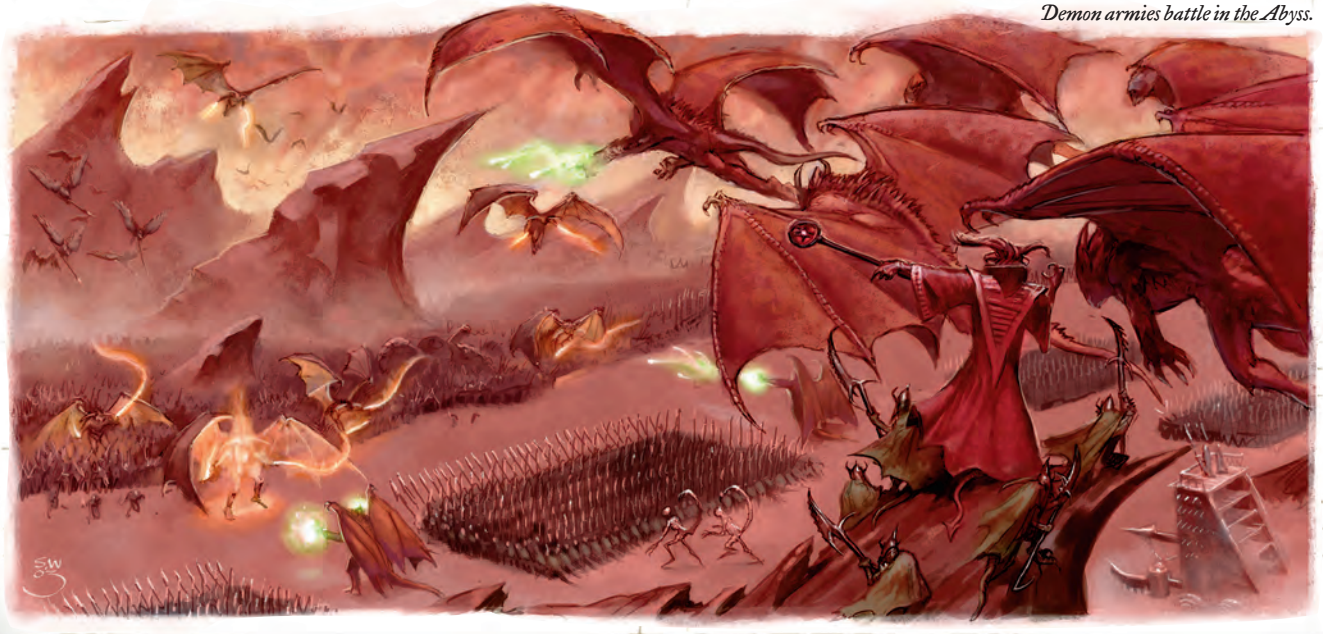
The Abyss is home to demons, creatures devoted to death and destruction. A demon in the Abyss looks upon visitors as food or a source of amusement. Some see powerful visitors as potential recruits (willing or not) in the never-ending war that pits demons against devils, known as the Blood War.

The Abyss has the following traits.

- Normal gravity. The top layer of the Abyss (called the Plain of Infinite Portals) and many other layers have the normal gravity trait, but other layers of the Abyss can contain different gravity traits.
- Normal time. Time flows at the same rate in the Abyss as on the Material Plane. However, rumors persist of a layer where time flows backward with regard to aging. The reverse flow is erratic, however, and a visitor could be reverse-aged to childhood or out of existence altogether.
- Divinely morphic. Entities at least as powerful as lesser deities can alter the Abyss. Less powerful creatures find the Abyss indistinguishable from a normal Material Plane (the alterable morphic trait) in that the plane can be changed by spells and physical effort.
- Mixed elemental and energy traits. This trait varies widely from layer to layer. In the Abyss as a whole, no one element or type of energy constantly dominates, though certain layers have a dominant element or energy, or a mixture of two or more.
- Mildly chaos-aligned and mildly evil-aligned.

Random Encounters: Use the Abyssal Encounters table (page 167) for random encounters in the Abyss.

Demon armies battle in the Abyss.



Illus. by S. Wood

Random Abyssal Layers

What if your characters wind up being sent to the Abyss as a result of an adventure gone wrong? Or what if they flee powerful demons by jumping through the nearest portal?

Use the following table to randomly determine the general characteristics of an unknown layer. If desired, roll twice (or more) and combine the results.

d%	Type of Layer
01–05	Air-dominant
06–10	Blood War battleground (demons against devils)
11–15	Burning hellscape (mix of magma and stone)
16–20	Demonic city
21–25	Desert of sand, ice, salt, or ash
26–30	Earth-dominant
31–35	Fire-dominant
36–40	Fetid swamp (filled with predators)
41–45	Sporadic element-dominant (as Limbo)
46–50	Mountainous
51–55	Negative-dominant (minor or major)
56–60	Normal (as the Material Plane)
61–65	Ocean of water
66–70	Realm of powerful Abyssal entity
71–75	Sea of acid
76–80	Sea of insects
81–85	Sea of blood
86–90	Subterranean
91–95	Undead realm
96–100	Water-dominant

Example Abyss Site: Demonweb Pits

The 66th layer of the Abyss is home to Lolth, the Spider Queen. The plane folds in upon itself so that it resembles a great web. A dizzying array of web pathways interconnect with fractal complexity. Each strand is strung with portals onto the planes where Lolth is worshiped. Lolth's palace is said to be a mobile iron stronghold shaped like a spider, perpetually crawling across her planar web.

To draw an encounter map for the Demonweb Pits, design a crisscrossing network of 20-foot-wide walkways suspended magically in vast cloud of *solid fog* (as the spell). The fog stays 1d4×10 feet away from the pathways, so characters can sometimes glimpse other parts of the web that are above, below, or to the side of the path they're walking on.

The web twists and turns in on itself, but it always appears perfectly level, even when it corkscrews upward or downward. It's possible to make four right turns and wind up underneath the point where you started, without encountering a slope or stairs. Characters who fall—or are bull rushed—off a walkway fall at only 60 feet per round (as the *feather fall* spell), and they take no damage when they land on another walkway (which might be miles below where they started).

TARTERIAN DEPTHS OF CARCERI

The prison plane of Carceri seems the least overtly dangerous of the lower planes, but that first impression quickly disappears. Acid seas and sulfurous atmospheres may be rare on this plane, and no areas of biting cold or infernos of raging heat exist. The danger of Carceri is a subtler thing.

The plane is a place of darkness and despair, of passions and poisons, and of kingdom-shattering betrayals. On Carceri, hatreds run like a deep, slow-moving river. And there's no telling what the flood of treachery is going to consume next. It is said that a prisoner on Carceri may only escape when he has become stronger than whatever imprisoned him there. That's a difficult task on a plane whose very nature breeds despair, betrayal, and self-hatred.

Carceri consists of six layers: Orthrys, Cathrys, Minethys, Colothys, Porphratys, and Agathys. Each layer consists of a series of orbs like tiny planets. A gulf of air separates each orb from the next. On a particular layer, little distinguishes one orb from the next, and it's possible that the number of orblike planets on each layer is infinite.

Carceri has the following traits.

- Normal gravity. On the orbs, gravity is normal. Between orbs, there is no gravity, which eases travel for those who can fly beyond the clutches of each orb's gravity.
- Divinely morphic. Nerull and any other entity of lesser deity status or greater can alter Carceri. More ordinary creatures find Carceri indistinguishable from the Material Plane; it responds to spells and physical effort normally.
- Mildly evil-aligned.

Random Encounters: Use the Abyssal Encounters table (page 167) for random encounters on Carceri.

Example Carceri Site: Sand Tombs of Payratheon

Payratheon is the name of a vanished city built on an orb of Minethys eons ago. That city is long buried under sand dunes, but its sand-drowned avenues, crumbled towers, and silted porticos still remain far below the shifting surface of the layer. Sometimes the shifting sands reveal Payratheon for an hour or a longer, but it is always engulfed again by the sands, smothering most creatures that were tempted by its appearance and entered the sand-blasted city.

Resourceful adventurers have burrowed down to find outlying suburbs of the city during its phases of submersion. Tales of terror walk hand in hand with these accounts, which tell of dragonlike "sand gorgons" that swim through the sand as if it were water. Also mentioned are the remnants of former inhabitants that force their way through the streets as petrified undead, so weathered and eroded that little can be discerned of their original race or size.

To create an encounter map for the sand tombs, start with a city, then reduce half the buildings to heavy rubble and damage the others in some significant way. The riches of Payratheon are there for the taking, for the city was buried suddenly. But the characters will have to contend with the sand gorgons (24 HD gorgons with a burrow speed of 30 feet), mummy lords (see the *Monster Manual*), and other undead eager to slay and consume the living. And they're also racing against time—a titanic sandstorm (see page 91) is only 1d4 hours away.

GRAY WASTE OF HADES

Hades sits at the nadir of the lower planes, halfway between two races of fiends each bent on the other's annihilation. Thus, it often sees its gray plains darkened by vast armies of demons battling equally vast armies of devils who neither ask nor give quarter. If any plane defines the nature of true evil, it is the Gray Waste.

In the Gray Waste of Hades, pure undiluted evil acts as a powerful spiritual force that drags all creatures down. Here, even the consuming rage of the Abyss and the devious plotting of the Nine Hells are subjugated to hopelessness. Apathy and despair seep into everything at the pole of evil. Hades slowly kills a visitor's dreams and desires, leaving the withered husk of what used to be a fiery sprit. Spend enough time in Hades, and a visitor gives up on things that used to matter, eventually succumbing to total apathy.

Hades has three layers, called "glooms": Oinos, Niflheim, and Pluton. Uncaring malevolence that slowly crushes the spirit permeates each gloom.

Hades has the following traits.

- Divinely morphic. Entities of at least lesser deity status can alter Hades, though few deities care to reign in Hades. The Gray Waste has the alterable morphic trait for less powerful creatures; Hades responds normally to spells and physical effort.
- Strongly evil-aligned.

- Entrapping. This is a special trait unique to Hades (although Elysium has a similar entrapping trait). A nonoutsider in Hades experiences increasing apathy and despair while there. Colors become grayer and less vivid, sounds duller, and even the demeanor of companions seems to be more hateful. At the conclusion of every week spent in Hades, any nonoutsider must succeed on a Will saving throw (DC 10 + the number of consecutive weeks in Hades). Failure indicates that the individual has fallen entirely under the control of the plane, becoming a petitioner of Hades.

Travelers entrapped by the inherent evil of Hades cannot leave the plane of their own volition and have no desire to do so. Memories of any previous life fade into nothingness, and it takes a *wish* or *miracle* spell to return such characters to normal.

Random Encounters: Alternate between the Abyssal Encounters table and the Hellish Encounters table (page 167) for random encounters in Hades.

Example Hades Site: Underworld

On the gloom of Pluton, the Underworld is contained within walls of gray marble that stretch for hundreds of miles and are visible for thousands of miles beyond that. Sometimes the souls of creatures who have died particularly tragic deaths come here, rather than traveling onward to their final reward.

A single double gate pierces the marble walls of the realm. Constructed of beaten bronze, the gates are dented and scarred by heroes intent on getting past. However, the gates are also guarded by a terrible fiendish beast, a Gargantuan three-headed hound made from the squirming, decaying bodies of hundreds of dead spirits.

Beyond the gate, the inside of the realm appears much like the outside. Blackened trees, stunted bushes, and wasted ground dominate the landscape. To draw an encounter map for the Underworld, use the guidelines for sparse forest (see page 87), but replace any undergrowth with light rubble. Gray, wraithlike spirits wander through this realm, on the verge of being sucked completely dry of all emotion by the spiritual decay of the plane. When they lose the last shred of emotion, their remaining essence becomes one with the gloom of Pluton.

Sometimes, great heroes or desperate lovers from the Material Plane travel to this layer via a tributary of the River Styx or portals hidden in great volcanic fissures. They come to the Underworld because they believe that they can find the spirit of a friend or loved one and extricate that spirit from a hopeless eternity. The hound can't be bargained with, but if the characters manage to get inside, they'll have to negotiate with powerful ghosts and outsiders to find the soul they're looking for. Whatever the characters seek here, the Underworld is sure to exact a price.

BLEAK ETERNITY OF GEHENNA

Gehenna's top layer borders Hades and the Nine Hells, so it is not a pleasant place. Floating in an impenetrable, infinite void are volcanic mountains seemingly without base or peak. They are only finite in the strictest sense of the word, measuring hundreds of thousands of miles in each direction. A single volcanic mountain dominates each of the four layers of Gehenna, though lesser volcanic earthbergs drift and sometimes smash into the greater mountains.

No naturally occurring level place exists in any of the layers; all the slopes are at least 45 degrees, and many are akin to sheer cliffs. Gehenna's fiendish inhabitants have carved artificial ledges, some large enough for entire cities, and switchback paths to connect them. But those edifices have a tendency to break apart, sending their builders on a long, sliding fall down the mountain.

Gehenna's four layers are Khalas, Chamada, Mungoth, and Krangath. Each layer is differentiated from the other by its degree of volcanic activity.

Gehenna has the following traits.

- Normal gravity. Gravity is similar to that of the Material Plane, but naturally occurring volcanic mountains seem to float free in an infinitely larger void. Gravity is normal on the steep slopes of a mountain, and a fall causes a creature to tumble until a chance ledge catches it, or until continued abrasions from the long fall completely shred the victim.
- Divinely morphic. Lesser deities can alter Gehenna's mountainous landscape. Ordinary creatures find that Gehenna is as alterable as the Material Plane.
- Mildly evil-aligned.

Random Encounters: Use the Hellish Encounters table (page 167) for random encounters in Gehenna.

Example Gehenna Site: Valley of the Outcast

Mungoth, the third layer of Gehenna, is a cold place. The light of scattered volcanic vents is equivalent to that of a full moon, making navigation across the icy slopes difficult. Mungoth's features are further masked by heavy precipitation, in the form of both snow and ash. That makes it a good place for those who don't want to be found.

A deep chasm contains a well-hidden realm sheltered from the ever-present acidic snow. Built of equal parts basaltic rock and giant bones is a rough castle. The castle is scaled to the proportions of its master, an outcast fire giant wizard named Tastuo. His eight siblings, fellow outcasts, also reside in the castle.

The fiends who rule Mungoth have several interlocking contracts with Tastuo, which helps ensure the valley's safety should his enemies ever find him. Tastuo never names those enemies, but his predicament makes his sympathetic to the plight of travelers seeking asylum. Thus, the Valley of the Outcast doubles as a way station for visitors in need, but only if they can find it. And the fiends of Mungoth are always looking for intruders—Tastuo's protection doesn't extend beyond his castle walls.

To draw an encounter map for the area near the Valley of the Outcast, use the guidelines for forbidding mountains (see page 89). Then cover all surfaces with snow, deep snow, or ice as you see fit.

The snow-ash mixture on Mungoth deals 1d4 points of acid damage per minute of exposure. Only artificial structures or caverns offer any lasting protection against the snowfall, which blows through any given area 80% of the time.

NINE HELLS OF BAATOR

This plane, sometimes simply called Baator or Hell, is the ultimate realm of law and evil, the epitome of premeditated, crafted cruelty. The devils of the Nine Hells all obey a higher law than themselves, but all that really means is that they chafe and rebel against their status. Most will undertake any plot or action, no matter how foul, to advance themselves.

The Nine Hells compare well with any other lower plane in terms of sheer diversity of vileness. Devils are more cunning, more subtle, and more dangerous than other fiends—or so say the devils. A demon revels in slavering, insane, evil power, but a devil always has an agenda, a plan of attack, and a carefully conceived plot for retribution if necessary.

Baator consists of nine layers, each lower than the next, like ledges stepping down into an ever-deeper pit. From top to bottom, they are Avernus, Dis, Minauros, Phlegethos, Stygia, Malbolge, Maladomini, Cania, and Nessus.

The Nine Hells have the following traits.

- Infinite size. Each layer extends outward infinitely, but the circumference of each inner ledge (which opens onto the Pit and the next lower layer) is finite.
- Divinely morphic. Entities of at least lesser deity status can alter the Nine Hells. Ordinary creatures find that the Nine Hells is as alterable as the Material Plane.
- No elemental or energy traits. Elemental and energy influences are balanced, except on the layer of Phlegethos (which has the fire-dominant trait). The layer of Cania is bitterly cold

and has a special cold-dominant trait. Creatures there take 3d10 points of cold damage each round they're away from shelter of some kind.

- Mildly law-aligned and mildly evil-aligned.

Random Encounters: Use the Hellish Encounters table (page 167) for random encounters in the Nine Hells.

Example Nine Hells Site: Bronze Citadel

This brutish, unimaginative city on Avernus covers dozens of square miles and features twelve concentric ring walls, each bristling with war machines. The city is filled with hundreds of thousands of lesser devils of all kinds bound for the Blood War.

Because Avernus is the likeliest beachhead for any massed demonic attack, fortifications are always being added to the Bronze Citadel. Work gangs of lesser devils constantly expand the city. The construction is so pervasive that bone scaffolding is as likely to be supporting a given wall as not.

To create an encounter map for the Bronze Citadel, start with the battlefield elements described in the Plains Terrain section (see page 91). Then add walls, towers and gatehouses described in the Urban Features section (page 99), and augment both with magical features such as flaming surfaces (which deal damage as a *wall of fire* spell), self-firing ballistas, and spikes that grow out of the walls (a trap triggered by the proximity of enemy troops).

Any kind of devil can be found here. Even a fight with low-level devils will quickly escalate, because the devil armies are disciplined enough to train their troops to report to their commanders that they're under attack. Unless they employ stealth, characters will work their way up the food chain, eventually facing horned devils, ice devils, and pit fiends sent to find out what the commotion is.

INFERNAL BATTLEFIELD OF ACHERON

The hue and cry of battle is the first sound a soldier hears when arriving on Acheron and the last sound a refugee hears when leaving. That's all Acheron offers: conflict, war, strife, and struggle. Many armies populate Acheron, but leaders are scarce. Truly, rebels without a cause are common on Acheron, whether they're mortals, fiends, or celestials.

Avalas, Thuldanin, Tintibulus, and Ocanthus are the layers of Acheron, each made of island- or even continent-sized iron cubes floating in an airy void. Sometimes the cubes collide, and echoes of past collisions linger throughout the plane, mingling with the ring of sword on sword as armies clash across the faces of the cubes.

Acheron has the following traits.

- Objective directional gravity. Which way is down depends on which face of a cube you're on. Walking across edges between faces can be dizzying for the inexperienced.
- Divinely morphic. Acheron changes at the whim of its deities. Ordinary creatures must use spells and physical effort to change the infernal battlefield.
- Mildly law-aligned.

Random Encounters: Use the Hellish Encounters table (page 167) for random encounters on Acheron.

Example Acheron Site: Thuldanin's War-Cubes

The cubes of this layer are riddled with pockets and hollows. Surface pits lead down into labyrinthine spaces cluttered with the refuse of every war that was ever fought here.

Broken scraps of a myriad of devices are everywhere. Great ships that have burst asunder, toppled siege towers, enormous weapons, steam-driven carriages, flying devices of every description, and contraptions with even more obscure sources of power and purpose can be found within these cubes. Most of the refuse is inoperative, petrified to stonelike immobility by the "preservative" quality of the layer.

Scavenging for intact weapons is an occupation for many a team of salvagers and opportunists, because many quality weapons and engines of war are scattered through the rubble on Thuldanin.

But wise salvagers don't spend too long on Thuldanin, because creatures can be petrified just as objects can be. Any given object or creature has a 1% cumulative chance per 30 days spent on Thuldanin of spontaneously petrifying into stone. Objects or creatures petrified by the natural qualities of Thuldanin cannot be returned to their previous state, except by such high-level magic as a *wish* or *miracle* spell.

To make encounter maps for the war-cubes, simply create expansive dungeon terrain: large rooms, wide hallways, tall ceilings, and so forth. Then fill much of it with junk (light rubble or dense rubble). Add large structures such as catapults, war galleys, and strange clockwork devices. Finally, add a few statues—unfortunate ex-adventurers who lingered too long looking for treasure.

Characters searching for treasure will undoubtedly confront rival salvagers; Thuldanin is known throughout the Great Wheel, so almost anyone or anything can be searching the caverns of the war-cubes. Not everything in Thuldanin is ruined. Constructs such as inevitables and golems might yet be functional, springing to action when the characters draw near. To represent the riches of the war-cubes, consider all creatures encountered here (except the constructs) to have double standard treasure. But rather than putting the treasure with the creatures, hide it among the debris of war and let the characters find the loot.

CLOCKWORK NIRVANA OF MECHANUS

Mechanus is the plane where perfectly regimented order reigns supreme. It consists of equal measures of light and dark, and equal proportions of heat and cold. On Mechanus, all law is reflected in a single infinite realm of immense clockwork gears, all interlocked, all turning according to their own measure. The cogs seem to be engaged in a calculation so vast that no deity knows its purpose, except that it is somehow a function of law.

At first glance, the nature of Mechanus seems straightforward. However, subtleties lurk just below the surface. Every kind of law can be found in the Clockwork Nirvana of Mechanus, from simple maxims to devilishly twisted rules of decorum.

Mechanus has the following traits.

- Objective directional gravity. The direction of "down" is oriented to the face of each rotating cog. Walking between cogs can be dizzying for newcomers—and dangerous if a traveler falls between the cogs.
- Divinely morphic. Lesser deities can alter Mechanus with a thought; ordinary creatures require spells and physical effort to do so.
- Strongly law-aligned.

Random Encounters: Alternate between the Hellish Encounters table and the Heavenly Encounters table (page 167) for random encounters in Mechanus.

Example Mechanus Site: Fortress of Disciplined Enlightenment

This structure sits on its own cog, and its spires and towers rise high into the void of Mechanus. The fortress is 2 miles in diameter, and some of its spires reach twice that height. Inevitables enforcing the "don't trespass" law patrol the parapets, keeping a vigilant eye out for fiendish infiltrators or colonizing formians.

A group of mortals from the Material Plane called the Fraternity of Order are the masters of the fortress. The members of the Fraternity of Order believe that if they can but tease forth every law of the cosmos, they will have the power of the deities. To that end, they built this stronghold on the plane of ultimate law.

A horde of clerks, functionaries, legal aides, translators, mathematicians, philosophers, and bureaucrats staff the Fortress of Disciplined Enlightenment. Most belong to the Fraternity of Order, though sometimes visitors are granted access to study at the vaunted libraries of the Fortress. The libraries extend through hundreds of rooms and hold tomes of legal volumes from all over the Great Wheel.

Characters seeking knowledge at the Fortress are never turned away outright, although a blizzard of paperwork must be negotiated before the fraternity allows access to the library's general stacks. To study rarer, restricted tomes, characters must first complete a quest for the Fraternity. A typical mission would be to rescue a bit of abstract lore from a well-guarded drow library.

PEACEABLE KINGDOMS OF ARCADIA

Arcadia thrives with orchards of perfectly lined trees, ruler-straight streams, orderly fields, and cities laid out in geometrically pleasing shapes. The mountains are unblemished by erosion. Everything on Arcadia works toward the common good and a flawless form of existence. Here, nothing intrudes on harmony.

It is said that everything on Arcadia is as perfect as it can be, neither as strictly regimented as Mechanus nor as devoted to the perfection of the individual as Celestia. But this is not entirely accurate. In fact, the inhabitants of Arcadia are often so convinced of their own righteousness that they are hard-pressed to recognize their own flaws.

Arcadia has two layers: Buxenus and Abellio. They look similar, except that Buxenus holds the armed camps of the celestial dwarves and archons that protect the plane.

Arcadia has the following traits.

- Divinely morphic. Lesser deities can transform Arcadia with a wave of the hand, but the plane has the alterable morphic trait for other creatures.
- Mildly law-aligned.

Random Encounters: Use the Heavenly Encounters table (page 167) for random encounters in Arcadia.

Example Arcadia Site: Mount Clangeddin

A perfectly conical mountain, standing apart from any range, rises at least thirty thousand feet above the fields below, its peak wreathed in clouds and storms. The great dwarf hero Clangeddin Silverbeard raised this edifice.

The mountain's interiors are riddled with great halls, galleries, and dwarf-carved roads paved with flagstones. Costly lamps, hot and cold forges, and citywide feasting halls all provide light and merriment for the underground visitor. Strangers are welcome here, especially those who come to order special weapons from the legendary smiths who labor in the hottest portions of the forge.

The celestial dwarves who live within Mount Clangeddin spend half of each day drilling, training, and perfecting their military skills to honor their lord Clangeddin. Visitors seeking to raise an army sometimes come to Mount Clangeddin, tempting the dwarves with stories of righteous warfare. Sometimes, the elders are moved by such appeals and assign axes to the cause.

Others come seeking the legendary weapons that bear the mark of Clangeddin's smiths. Though Mount Clangeddin is only a small city, weapons of any price can be bought (but not sold) here.

To draw an encounter map for Mount Clangeddin, use the Dungeon Terrain section (page 59). Because the dwarves take their stonecraft seriously, the walls, ceiling, and floors are the highest quality masonry and flagstone.

SEVEN MOUNTING HEAVENS OF CELESTIA

The single sacred mountain of Celestia rises from an infinite sea of holy water to incomprehensible heights. Here, justice, kindness, order, celestial grace, and mercy are the rules. Here, watchful eyes hold the ramparts against evil in all its many forms. Here, all things are beautiful.

The Seven Mounting Heavens are the planar home for mortal souls who feel kindness and empathy for their fellow creatures. But it is a paradise that fiends of the lower planes would conquer if they could. Mount Celestia represents a promise of betterment and ultimate union with the powers of good and law for those worthy. So supplicants of every stripe ascend the layers, one after the other, to the ultimate height of the Heavenly City (the sixth layer), and from there into the Illuminated Heaven, about which nothing is known.

Celestia has the following traits.

- Divinely morphic. Celestia is morphic for entities of at least lesser deity status. It is alterable in the normal manner for more ordinary creatures.
- Mildly good-aligned and mildly law-aligned.

Random Encounters: Use the Heavenly Encounters table (page 167) for random encounters on Celestia.

Example Celestia Site: Empyrea

Also called the City of Tempered Souls, Empyrea sits on the edge of a cold, clear mountain lake. The many healing fountains and curative waters in Empyrea can restore withered limbs, lost speech, derangement, and life energy itself; those who ail need only find the right fountain. Empyrea is also known for its healers and hospitals, and many a pilgrim seeks to reach this legendary site of perfect health.

Nonevil, nonchaotic characters who seek relatively simple cures (damage, disease, or negative levels, for example) are freely healed. Those seeking cures for more exotic ills (strange curses, lost levels, and some rare, vile diseases) must pass the test of Empyrea—ritual combat against an archon or angel with a CR equal to the character's level. If multiple PCs are fighting, they each get an archon or angel to fight. The fight is not to the death, but to unconsciousness—and in fact those who kill their foes outright are banished from Empyrea. Those who pass the test are granted the cure they desire.

The fight takes place in one of many courtyards, an open area with slender, decorative pillars and shallow pools of purest water.

TWIN PARADISES OF BYTOPIA

Bytopia is unique among the Outer Planes because the surfaces of its two layers face each other like the covers of a closed book. By looking up from Dothion, the "top" layer of the plane, the traveler can see Shurrock, its other layer. In similar fashion, one may stand on Shurrock and see the towns and farms of Dothion overhead.

Each layer of Bytopia plane is an idealized world. Dothion is a tamed, pastoral landscape, while Shurrock is an untamed wilderness. The philosophy of the plane—personal achievement working with social interdependence—infuses both its layers.

The distance between the two layers of the plane is about 1 mile, though sharp mountains rise from either side and sometimes meet in the middle. Travel between the two layers is common by flying as well as climbing the mountains.

Bytopia has the following traits.

- Objective directional gravity. "Down" exists in opposite directions on the plane's two facing layers. Gravity is normal until one crosses the invisible border between the two layers; then it reverses. Those who break through the border find themselves falling toward the other plane.
- Divinely morphic. Lesser deities can transform Bytopia's twin landscapes, and other creatures find Bytopia as changeable as other Outer Planes.
- Mildly good-aligned.

Random Encounters: Use the Heavenly Encounters table (page 167) for random encounters on Bytopia.

Example Bytopia Site: Mottlegrasp's Orchard

Mottlegrasp, an 18th-level celestial gnome wizard, tends an orchard in rural Dothion where the trees grow rubies, emeralds, and other precious gems. A typical tree produces 1d4×1,000 gp worth of gems each year, and the orchard covers several acres.

Some of Mottlegrasp's trees provide far more valuable fruit. He can offer fruit of Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These objects function as the relevant ability-enhancing tomes and manuals (described in Chapter 7),

providing an inherent bonus to an ability score when eaten. The riper the fruit, the higher the bonus.

Neither money, good deeds, nor fame will earn the PCs such fruit. Mottlegrasp never parts with his fruit willingly, and he politely turns down any offers to do so—with one exception: Mottlegrasp will occasionally pay characters in fruit if they guard his orchard for a week's time.

The venerable gnome is no fool. He will hire guards for his orchard only if he suspects a threat will emerge that an 18th-level wizard on his home turf can't handle. The characters will likely face peril after peril during their week as orchard-guards.

To draw an encounter map of Mottlegrasp's Orchard, place trees in neat rows of every other square. Every four rows or so, draw an irrigation canal (treat as a 5-foot-wide trench, because it's rarely full of water).

BLESSED FIELDS OF ELYSIUM

Elysium is the most strongly good-aligned plane on the Great Wheel, a place of good untrammeled by issues of law or chaos. On this plane, doing well by others is more highly valued than any other ideal.

The first layer of the plane, Amoria, is a riot of color. Visitors marvel at brilliant green meadows dotted with starburst flowers, pools as deep blue as a jay's plumage, and silver clouds drifting against a perfect sky. The plane itself seems to vibrate with its own sense of life and intensity. It is usually a peaceful place, and tranquility seems to seep into the bones and souls of those that cross it.

Elysium consists of four layers strung together by the myriad courses of the River Oceanus. The first layer is most like the Material Plane, with sweet-smelling pines and flowering trees along its banks giving way to open meadows and rolling fields. The second layer, Eronia, is rougher and more mountainous, and rapids and falls are common along the channels of the river. Belierin, the third layer, is a great marsh awash with life. The deepest layer is the sea of Thalasia and the headwaters of the great River Oceanus, dotted with islands where veteran heroes of good relax for eternity.

The size of the River Oceanus varies from a braid of smaller side channels to a mighty flow that tops its banks and floods the surrounding area. Along the river are islands, low gravel bars, and rocky promontories, which are often the homes of honored souls of the dead and more powerful denizens.

Elysium has the following traits.

- Divinely morphic. Elysium is easily altered by deities. Other creatures find that their spells and physical efforts work normally here.
- Minor positive-dominant.
- Strongly good-aligned.
- Entrapping. This is a trait unique to Elysium (although Hades has a similar entrapping trait). A nonoutsider on Elysium experiences increasing joy and satisfaction while there. Colors become brighter and more vivid than on the Material Plane, sounds more melodious and soft, and the nature of others seems more pleasant and understanding. At the conclusion of every week spent on Elysium, any nonoutsider must make a Will save (DC 10 + the number of consecutive weeks on Elysium). Failure indicates that the individual has fallen under the control of the plane, cannot leave the plane of his own volition, and has no desire to do so. Memories of any previous life fade into nothingness, and it takes a *wish* or *miracle* spell to return such characters to normal.

Random Encounters: Alternate between the Heavenly Encounters table and the Beatific Encounters table (page 167) for random encounters in Elysium.

Example Elysium Site: Heroic Isles

These islands are also known as the Isles of the Holy Dead, the Hills of Avalon, and the Islands beyond the World. Here the best of the good-aligned souls who have passed beyond the mortal world make their homes, retaining some knowledge and perhaps some power from their previous lives. Here hero-kings wait for the day when their nations need them again, and religious scholars research great mysteries in huge libraries.

Often these great petitioners made the journey to Thalasia while still alive but approaching death, whether from age or from wounds taken in noble battle. Elysium then slowly converted them to powerful outsiders, and they scarcely felt the pang of death. In Thalasia they retain their powers and memories but are at peace with themselves and with others, the ultimate reward for good. Angels guard the shores of each island, observing visitors silently and ruthlessly swarming any who would break the peace of this place.

Because the dead heroes remember their mortal deeds, they can be sources of information and inspiration for the PCs. Some may have unfinished business on the Material Plane and charge the characters with righting some long-ago wrong.

The characters may seek out the Heroic Isles as part of an adventure that takes place elsewhere. When the Prophecy of the Moon Asunder must again be forestalled, it's useful to get advice from the paladin who forestalled it a thousand years ago.

WILDERNESS OF THE BEASTLANDS

The Wilderness of the Beastlands is a plane of nature unbound. It is a plane of forests, ranging from mangroves hung heavy with moss to snowfall-laden pines to acres of sequoias so thick that no light penetrates their canopy. Oak, birches, spruces, firs, and maples are common here, and explorers into the plane's distant corners find great forests of giant fungi and mushrooms. Vast deserts are found here as well, though they are hardly barren wastelands. Cactus, aloe, and other desert plants thrive in the arid parts of the Beastlands.

The air of the Beastlands is ideal for anything that grows. It is humid and warm in the swampy regions, calm and cool beneath the sequoias, breezy and clear among the beeches, and arid and hot in the more open lands.

The Beastlands consists of three layers, each layer frozen at certain parts of the day. The top layer, Krigala, is a place of eternal daylight; Brux is a domain of perpetual twilight; and the third layer, Karasuthra, is a land of night illuminated only by a pale moon.

The most important aspect of the Beastlands is how the plane favors animals of all kinds. Like Arcadia, it is a plane heavily populated by animals and magical beasts. Traditional towns, cities, and strongholds are few and far between. Those who make their homes here seek to live with the trees, not against them.

The Beastlands has the following traits.

- Divinely morphic. Deities can shape the plane's traits with a thought, but mortal creatures must use spells or physical effort to affect a change in the plane.
- Mildly good-aligned.

Random Encounters: Use the Beatific Encounters table (page 167) for random encounters in the Beastlands.

Example Beastlands Site: Karasuthra Hunter's Glen

The lowest layer of the Beastlands, Karasuthra wears a cloak of continual night. A silver moon whose phases change slowly hangs in the open sky, surrounded by stars that lazily drift across the sky. Only a few beacons of moonlight piece the thick canopy of the forest here, forming silver shafts that touch the forest floor.

Karasuthra is the home of the most dangerous night creatures, predators relentless in the pursuit of their quarry. Hunters from the Material Plane sometimes journey to Karasuthra looking for the most dangerous of trophies. Some survive to try a second time.

Among the most famous game in the place are the white stags. These elusive creatures (treat as celestial chargers; see page 250 of the *Monster Manual*) live for the thrill of the chase and consider the hunt part of their life cycle. Even the most devoted defender of

good can hunt a white stag, for the stag knows the consequences and is willing to be prey. But white stags don't give themselves up. They take great glee in using their wiles and unparalleled knowledge of the forest to confound hunters from other planes. No creatures native to the Beastlands will attack a white stag. Instead, they turn on the hunters with unbridled ferocity.

The antlers of a white stag stretch wide enough that it's possible to fashion a composite longbow out of them using the Craft (bowmaking) skill (making checks against DC 30). Such a bow is considered of masterwork quality, and magical enhancements placed on the bow cost 10% less because the antlers have an affinity for magic.

To draw an encounter map for a Karasuthra hunter's glen, use the medium forest guidelines (see page 87). Simple three- and four-room lodges scattered throughout the forest offer visitors a measure of protection from the creatures outside.

OLYMPIAN GLADES OF ARBOREA

Arborea is a crazy quilt of climates and environments, all of which thrive. The plane contains great woods of towering maples, birch, and oak. These great deciduous trees strain skyward, leaving a forest floor relatively free of undergrowth and brush. The ground beneath the canopy itself is a rolling landscape of velvet moss and ferns. The forestscape sometimes retreats before open glades of wildflowers, fields of swaying wheat and barley, and neat rows of fruit trees untended by any hand. Here are trees that have never seen the woodsman's axe, fields rich with grain, and orchards heavy with fruit.

The very air of Arborea seems charged with anticipation and excitement. Sudden squalls brew up out of nowhere, beating the tree-lined paths with heavy winds. They pass within minutes and leave behind warm, sunny arcs of light filtering through the forest canopy. In the distance there always seems to be music; sometimes the elves and the fey are playing, but just as often the faint tune is merely the wind curling through the boles of the great trees.

Arborea is a place with flowers in bloom and trees bearing fruit simultaneously. The uplands are covered with snow, shining beneath a crystal-blue sky. Arborea is almost overwhelming in its beauty, and the land embodies both wilderness and loveliness in one package.

Only the top layer of Arborea, Arvandor, has the great forest implied in the name of the plane. Aquallor, Arborea's second layer, is an endless ocean, and its third layer, Mithardir, is a borderless desert of white dust.

Arborea has the following traits.

- Divinely morphic. Deities can change the traits of the plane and remake the landscape; mortals must use spells and physical effort to change their environment.
- Mildly good-aligned and mildly chaos-aligned.

Random Encounters: Use the Beatific Encounters table (page 167) for random encounters in Arborea.

Example Arborea Site: Canopy City

The celestial elves of Arvandor live in great treehouse cities among massive redwoods. There they hunt, celebrate, and live the idealized elven life. But they treasure their society with such intensity that they're quick to turn on intruders. A single careless word can turn the speaker into a pincushion of elven arrows.

The canopy cities are not home to elves alone. Many elves ride celestial giant owls from place to place, and many fey are welcome in the treetop city. While the trees support the city, some treants live in the canopy city as well—a surprise to visitors who try to take a shortcut. A canopy city is considered a large city (see page 137).

To draw an encounter map for a canopy city, use the buildings from the Urban Features section (see page 99), but construct them of wood and attach them to tree trunks from 30 feet to 60 feet in diameter. Rather than use roads and alleys to connect them, string together rope bridges, wooden bridges, ladders, and stairs. Make the bridge-and-stairs network complicated—the elves like it that way, and it'll make for more interesting encounters.

CONCORDANT DOMAIN OF THE OUTLANDS

The Outlands is unique among the Outer Planes because it borders all other Outer Planes. As a result, it is the common ground for extraplanar creatures. Beings from infernal and celestial planes, as well as those of law and chaos, can be found here. In addition, deities of true neutrality and those associated with ideals such as scholarship or nature have their realms here.

The Outlands is an infinitely large wheel with a great spire rising from its center. Outlanders consider this towering cylindrical plinth as the heart of the Outer Planes and the axle around which the Great Wheel is centered. This great plinth is clearly visible from anywhere in the plane; it rises above the clouds themselves and ascends into unreachable heavens. Sigil, the City of Doors, floats at the top of the spire.

The plane is a broad region of varied terrain, with open prairies, towering mountains, and twisting, shallow rivers. Settlements throughout the area are inhabited by a variety of refugees and natives of the plane. But they are small flecks against the greater wildness of the Outlands.

The Outlands has the following traits.

- Divinely morphic. This trait disappears close to the center of the plane, and in that area even deities are affected by the nature of the plane.
- Mildly neutral-aligned. Unlike on the other Outer Planes, all alignments are equally welcome on the Outlands.
- Normal magic, impeded magic, and limited magic. The Outlands has the normal magic trait far from its central spire, but as one approaches the hub of the plane, spells, spell-like abilities, and even supernatural powers are further and further restricted. Where the surface of the plinth is near vertical, almost no abilities (and few deity-level powers) function.

Far from the spire, magic functions normally. At about 1,100 miles from the base of the spire, the impeded magic trait begins, impeding 9th-level spells unless the caster succeeds on a DC 35 Spellcraft check. Closer to the base of the spire, spells of lower levels are also impeded in this manner, according to the table below.

Distance from Spire	Impeded Spells	Limited Spells	Other Effects
More than 1,100 mi.	None	None	None
1,100 mi.	9th	None	None
1,000 mi.	8th–9th	None	None
900 mi.	7th–9th	9th	All creatures gain immunity to poison
800 mi.	6th–9th	8th–9th	Psionic spell-like abilities don't function
700 mi.	5th–9th	7th–9th	Positive and negative energy can't be channeled
600 mi.	4th–9th	6th–9th	Supernatural abilities don't function
500 mi.	3rd–9th	5th–9th	Access to the Astral Plane prohibited
400 mi.	2nd–9th	4th–9th	Divine powers of demigod rank and lower annulled
300 mi.	All	3rd–9th	Divine powers of lesser deity rank and lower annulled
200 mi.	All	2nd–9th	Divine powers of intermediate deity rank and lower annulled
100 mi.	All	All	All divine powers annulled

The limited magic trait starts to emerge at 900 miles away from the center of the plane, making 9th-level spells and spell-like effects unavailable. Closer to the center, more and more abilities cannot be used, and finally even deity-level powers are affected. Extraordinary abilities are never affected by this trait.

Abyssal Encounters (EL 15)

d%	Encounter	Average EL
01–10	1 marilith (demon)	17
11–25	1 abyssal greater basilisk	15
26–50	Demon troupe: 1 nalfeshnee, 1 hezrou, and 1d3 vrocks	15
51–70	Demon troupe: 1 glabrezu, 1 succubus, and 1d3 vrocks	14
71–90	1d3 hezrous (demon)	13
91–95	1 death slaad	13
96–100	2 gray slaadi	12

Hellish Encounters (EL 15)

d%	Encounter	Average EL
01–20	1 horned devil	16
21–45	Devil troupe: 1 ice devil, 1d3 bone devils, and 2d4+3 bearded devils	15
46–70	1d3 ice devils	15
71–80	2d4+3 hellwasp swarms	14
81–85	1d4+2 formian myrmarchs	14
86–95	1d4+2 bone devils	13
96–100	1 night hag and 1 cauchemar (nightmare)	12

Heavenly Encounters (EL 15)

d%	Encounter	Average EL
01–25	1d3 astral devas (angel)	16
26–45	1 planetar (angel)	16
46–60	1 hound archon hero	16
61–65	1 marut (inevitable)	15
66–85	1 trumpet archon	14
86–90	1d4+2 formian myrmarchs	14
91–95	1d3 leonals (guardinal)	14
96–100	1d4+2 avorals (guardinal)	13

Beatific Encounters (EL 15)

d%	Encounter	Average EL
01–15	1d3 astral devas (angel)	16
16–30	1 planetar (angel)	16
31–55	1d3 ghaeles (eladrin)	15
56–65	1d3 leonals (guardinal)	14
66–80	1 celestial charger (unicorn)	13
81–90	1d4+2 avorals (guardinal)	13
91–95	1 death slaad	13
96–100	2 gray slaadi	12

Random Encounters: Alternate among all four random Outer Plane tables for random encounters in the Outlands.

Example Outlands Site: City of Sigil

The heart of the Outlands, and therefore the self-proclaimed center of the planes, Sigil is known as the City of Doors. Portals leading throughout the cosmos lace every district of the city. Situated atop the spire itself that rises above the surrounding plane, Sigil is a ring floating in space, with the city itself constructed along the inside of the band.

Sigil has a number of special traits, one of which is objective directional gravity. "Down" is toward the ring itself. Those who escape the ring suddenly find themselves in open air, often plummeting down the side of the spire.

While magic is extremely limited near the spire, the City of Sigil has the normal magic trait.

Sigil has a huge number of portals, the sum total of which is unknown even to the inhabitants. Portals connect to every known Outer Plane and every Inner Plane. Portals also connect Sigil to other locations in the Outlands. Most of Sigil's portals require command words or special keys in order to make them function.

Sigil is a trader's city. Goods, merchandise, and information come to it from across the planes. It does a brisk trade in information about the planes, in particular in the command words or keys required for the operation of particular portals. These portal keys are sought after, and usually travelers within the city are looking for a particular portal or a portal key to allow them to continue on their way.

Sigil is controlled by a number of factions, all of which may be politely described as "philosophers with clubs." These factions are categorized along the lines of traditional alignments, and they control different parts of the city and different services therein. The ultimate ruler of Sigil is an enigmatic being known as the Lady of Pain, a floating female humanoid with bladelike hair. The full extent of the Lady of Pain's abilities is unknown, but it is widely assumed that her power equals or exceeds that of the deities.

Sigil is huge—ten times the size of a Material Plane metropolis. Accordingly, no gp limit applies when buying or selling goods in the City of Doors, and NPCs of any class and level combination can be found there.

To draw an encounter map for Sigil, start with a normal cityscape and add as much magic to the environment as you can. Entertaining illusions, animated "horseless carriages," buildings built from *walls of force*—anything you can imagine probably exists in Sigil somewhere.

Random Outer Plane Encounters

On this page are four alignment-based random encounter tables that you can use if the PCs find themselves on one of the Outer Planes unexpectedly. If you're writing an adventure that takes place on a particular Outer Plane, you can use these encounter tables as a starting point, designing specific tables that reflect the nature of the adventure site and the level of the PCs.

Creating a Cosmology

As you build your world, you'll eventually move onto other worlds entirely—new planes where anything is possible. And if you're ambitious, you can create your own cosmology.

What Planes Do You Need?

The cosmology you create should fit the needs of your campaign. Assuming that the Material Plane of your campaign is essentially the same as the Material Plane of the D&D cosmology, you need to decide what your cosmology will contribute to the campaign. Here's a list of features that a "typical" D&D campaign needs a cosmology to provide:

- A place for deities to reside or originate from.
- A place for fiendish creatures to originate from.
- A place for celestial creatures to originate from.
- A place for elemental creatures to originate from.
- A way of getting from one plane to another.
- A way for spells that use the Astral Plane, the Ethereal Plane, or the Plane of Shadow to function.

None of these are an absolute requirement for your campaign. You can run a campaign without deities at all, or with deities that are unreachable or that don't have extraplanar kingdoms. You can decide that fiendish and celestial creatures come from the same plane, or that all elementals come from the same swirling maelstrom. You may decide that you don't want to have any of the Transitive Planes in your campaign.

Your cosmology can reflect your own desires for the direction you want the campaign to take. If you want to stress the struggle between good and evil, then setting up strongly aligned planes for these concepts is an excellent idea. Similarly, if you want a strong conflict between organization and freedom, strongly law-aligned and strongly chaos-aligned planes are recommended. You can create, add, and subtract planes as you see fit. If you want a fifth elemental plane (perhaps elemental cold, elemental wood, or even elemental emptiness), you can do so within your cosmology.

PLANAR TRAITS

Designing a plane is like designing any other landscape—although most planes are more fantastic and strange than the forests, mountains, and plains that dominate the Material Plane. You might include exotic terrain, vast dungeons, mighty fortresses, or cities teeming with weird denizens. In addition to these elements, you'll want to establish planar traits: rules that define how a plane works in general terms.

The planes of D&D's Great Wheel cosmology each have planar traits that explain how characters move, fight, and cast spells there. The Elemental Plane of Fire, for example, has the fire-dominant trait, which means that the very substance of the plane deals 3d10 points of fire damage every round to creatures present on the plane. The Astral Plane has the subjective directional gravity trait, so creatures on the plane decide for themselves which way they would like gravity to pull. Limbo has the strongly chaos-aligned trait, so nonchaotic characters are penalized there.

When you design a plane for your own cosmology, choose the traits described for planes on the Great Wheel (pages 147–150) or invent your own. You can mix and match the traits from different planes if you like. For example, you could create a plane called the Forge of Heaven that was both fire-dominant and good-aligned.

Planar traits usually apply to the plane as a whole, but a plane is a vast place. There may be particular locations within a plane where the rules are different, perhaps because of natural effects, godly interference, or magical localities.

A plane usually has traits that describe its gravity, the nature of time on it, its size and shape, its morphic nature (how easy it is to change reality there), its alignment, its elemental or energy type, and any unusual effects on magic that occur on the plane. That's not an exhaustive list, however—design whatever planar traits you need to make a plane you create work the way you want it to.

Additional Traits

Here are some planar traits that aren't used in the D&D cosmology but that might make good building blocks for planes you design.

Light Gravity: The gravity on a plane with this trait is less intense than on the Material Plane. As a result, creatures find that they can lift more, but their movements tend to be ungainly. Characters on a plane with the light gravity trait take a –2 circumstance penalty on attack rolls and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Weapon ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks.

Strength and Dexterity don't change as a result of light gravity, but what you can do with such scores does change. These advantages apply to travelers from other planes as well as natives.

Falling characters on a light gravity plane take 1d4 points of damage for each 10 feet of the fall (maximum 20d4).

You can choose to decrease gravity even further, doubling or tripling the effect for a particular plane.

Flowing Time: On some planes, time can flow faster or slower. One may travel to another plane, spend a year there, then return to the Material Plane to find that only six seconds have elapsed. Everything on the plane returned to is only a few seconds older. But for that traveler and the items, spells, and effects working on him, that year away was entirely real.

When designating how time works on planes with flowing time, put the Material Plane's flow of time first, followed by the same flow in the other plane. For the example above, it would be 1 round = 1 year. For every year on the other plane, one 6-second round has elapsed on the Material Plane.

The clever and the unscrupulous can abuse planes that have flowing time. The ability to step into a slower time flow for the purpose of healing and regaining spells is an effective weapon against others. You'll be back, completely refreshed, before your foes even know you're gone. Throwing opponents into a plane with a slower time flow may keep them out of action for several years and make their return a problem for future generations.

Erratic Time: Some planes have time that slows down and speeds up, so an individual may lose or gain time as he moves between the two planes. For each plane with erratic time you create, develop a random generation table to determine the rate of time's flow. The following is provided as an example.

d%	Time on Material Plane	Time on Erratic Time Plane
01–10	1 day	1 round
11–40	1 day	1 hour
41–60	1 day	1 day
61–90	1 hour	1 day
91–100	1 round	1 day

You'll want to set how often (by Material Plane standards) a plane with the erratic time trait shifts, requiring a new roll of the dice. To the denizens of such a plane, time flows naturally and the shift is unnoticed.

If a plane is timeless with respect to magic, any spell cast with a noninstantaneous duration is permanent until dispelled.

Finite Shape: A plane with this trait has defined edges or borders. These borders may adjoin other planes or hard, finite borders such as the edge of the world or a great wall. Demiplanes are often finite.

Self-Contained Shape: On planes with this trait, the borders wrap in on themselves, depositing the traveler on the other side of the map. A spherical plane is an example of a self-contained, finite plane, but there can be cubes, toruses, and flat planes with magical edges that teleport the traveler to an opposite edge when he crosses them. Some demiplanes are self-contained.

Static: These planes are unchanging. Visitors cannot affect living residents of the plane, nor objects that the denizens possess. Any spells that would affect those on the plane have no effect unless the plane's static trait is somehow removed or suppressed. Spells cast before entering a plane with the static trait remain in effect, however.

Even moving an unattended object within a static plane requires a DC 16 Strength check. Particularly heavy objects may be impossible to move.

Sentient: These planes are ones that respond to a single thought—that of the plane itself. Travelers would find the plane's landscape changing as a result of what the plane thought of the travelers, either becoming more or less hospitable depending on its reaction.

Alignment Traits: How a plane develops an alignment trait is a chicken-and-egg situation. Certain planes are predisposed to particular alignments, so creatures of those alignments tend to settle there. This makes the planes even more disposed to that alignment, and so on. That does not have to be true for "home of the deities" planes you create.

A strongly neutral-aligned plane would stand in opposition to all other moral and ethical principles: good, evil, law, and chaos. Such a plane may be more concerned with the balance of the alignments than with accommodating and accepting alternate points of view. In the same fashion as for other strongly aligned planes (see page 149), strongly neutral-aligned planes apply a –2 circumstance penalty to Intelligence-, Wisdom-, or Charisma-based checks by any creature that isn't neutral. The penalty is applied twice (once for law/chaos, and once for good/evil), so neutral good, neutral evil, lawful neutral, and chaotic neutral creatures take a –2 penalty and lawful good, chaotic good, chaotic evil, and lawful evil creatures take a –4 penalty.

Dead Magic: These planes have no magic at all. A plane with the dead magic trait functions in all respects like an *antimagic field* spell. Divination spells cannot detect subjects within a dead magic plane, nor can a spellcaster use *teleport* or another spell to move in or out. The only exception to the "no magic" rule is permanent planar portals, which still function normally.

A warrior's armor can consist of metal, wood, bone or leather. Anything that will deflect a physical assault.
The magic user is partially protected with anything that is light and offers a degree of deflection.
helmet
neck guard
long bow
quiver of arrows
The sheild is usually made of metal and wood, and can stop physical damage.
shield
A spell casters defence can be from various schools of magic.
ioun stone
crossbow
case of bolts
Illus. by A. Swekel

Contained within this chapter are a number of options for PCs and NPCs alike, including alternative ability score generation systems, new races, and new classes. Also provided here are rules for improving characters, new familiars, and epic characters.

Ability Scores

In addition to the standard method for generating ability scores presented in the *Player's Handbook* (roll 4d6, discard the lowest die, and arrange as desired), here are eight options you might want to consider using in your campaign.

1. Standard Point Buy: All ability scores start at 8. Take 25 points to spread out among all abilities. For ability scores of 14 or lower, you buy additional points on a 1-for-1 basis. For ability scores higher than 14, it costs a little more (see the table below). This method allows for maximum customization, but you should expect each PC to have at least one really good score.

Ability Score Point Costs

Ability Score	Point Cost	Ability Score	Point Cost
9	1	14	6
10	2	15	8
11	3	16	10
12	4	17	13
13	5	18	16

2. Nonstandard Point Buy: Use the standard point buy method, except that the player has fewer or more points for buying scores, as shown on the table below.

Type of Campaign	Points Allowed
Low-powered campaign	15 points
Challenging campaign	22 points
Tougher campaign	28 points
High-powered campaign	32 points

3. Elite Array: Use the following scores, arranged as desired: 15, 14, 13, 12, 10, and 8. These numbers (assuming they're assigned to abilities in an appropriate way) produce characters with at least a decent score in every ability that's important to the character's class. This method is faster than the standard point buy method and is good for creating characters quickly. In fact, it's the method we used to generate ability scores for the sample NPCs in Chapter 4 of this book.

4. The Floating Reroll: Roll 4d6 six times, discarding the lowest die each time. Once during this process, the player can reroll the lowest die instead. Arrange scores as desired. This method results in slightly better characters than the standard *Player's Handbook* method does, allowing players to either improve a particularly bad score or try to get a very good score. For example, if the player rolled 4d6 and got results of 1, 2, 6, and 6 for a score of 14, she might choose to reroll the 1 to see if she could improve the score (and possibly even get an 18 if the reroll came up 6).

5. Organic Characters: Roll 4d6 six times, discarding the lowest die each time. Place in order (Str, Dex, Con, Int, Wis, Cha) as rolled. Reroll any one ability score of your choice, taking the new roll if it's higher. Then switch any two ability scores. This

method allows some choice but doesn't let a player have all his ability scores exactly where he wants them. A character might have to learn to cope with unwanted clumsiness (just as in real life), or he may have a personal talent that isn't usual for a member of his class (such as a high Strength score for a sorcerer).

6. **Customized Average Characters:** Roll 3d6 six times and arrange scores as desired. This method produces characters more like average people but still allows customization. The player may reroll all scores if his ability modifiers total –3 or lower, or if he doesn't have any score of 12 or higher.

7. **Random Average Characters:** Roll 3d6 six times and place in order (Str, Dex, Con, Int, Wis, Cha). This is the strictest method. It frequently generates virtually unplayable characters, but it makes high scores very special. The player may reroll all scores if his ability modifiers total –3 or lower, or if he doesn't have any score of 12 or higher.

8. **High-Powered Characters:** Roll 5d6 six times, discarding the two lowest dice each time. Arrange as desired. This is just right for a high-powered game where the characters need to be really good just to survive. The player may reroll all scores if his ability modifiers don't total at least +2 or if he doesn't have at least one score of 15 or higher.

RPGA CHARACTERS AND ABILITY SCORES

In the new D&D Campaigns program administered by the RPGA® Network, the ability scores of player characters are generated using the standard point buy method. In some older RPGA campaigns, nonstandard point buy methods are used. For instance, characters in the Living Greyhawk campaign are built using the 28-point nonstandard point buy method, because it's a tougher campaign that requires more powerful characters.

Why does the RPGA use the point buy method instead of rolling dice to generate ability scores? Unlike most home games with one Dungeon Master and a small group of players, RPGA D&D games are played by thousands of players, and are adjudicated by hundreds of Dungeon Masters. At large gaming events, an RPGA DM doesn't always play with a familiar group of players or characters. In these environments, the point buy system provides a way for players to customize their characters, while at the same time enabling the DM to reasonably gauge the power of all the characters in the game.

For more information about the D&D Campaigns program, and how to participate in RPGA events, go to www.wizards.com/rpga.

RACES

An easy way to customize a campaign is to change the races that players can choose from when creating characters.

SUBRACES

Tall, slim halflings are called tallfellows. Sylvan elves are reclusive, tough elves who live in the woods. Mountain dwarves are even sturdier than their more common counterparts. These offshoots of the standard races are called subraces.

Some of the common races of the D&D game—dwarves, elves, gnomes, and halflings—are divided into subraces to showcase slight differences in appearance, outlook, and adaptation. Aside from a few minor differences, members of a subrace resemble members of the race as described in the *Player's Handbook*. Subraces make player choices varied and interesting, but you might also want to use subraces that are limited to NPCs. A good way to introduce a subrace into the campaign is to create an NPC encounter with the existing characters. By introducing a subrace as an NPC, you demonstrate to the players how you see members of that subrace. Sometimes, players are not interested in playing a new subrace but still appreciate its appearance as a new and interesting aspect of your campaign. The major subraces of the common races are described in the appropriate entries in the *Monster Manual*.

You might choose not to allow PCs to be members of subraces. After all, subraces tend to stray from the archetypal races in the *Player's Handbook*, and they complicate the otherwise simple (but important) racial choices. Some of those presented in the *Monster Manual*, such as the drow, duergar, and other evil kinds of creatures, might be inappropriate to your game. The drow, duergar, and svirfneblin might also be too powerful in relation to the other PC race choices. See the Monsters as Races section, page 172, for an explanation of level adjustment and effective character level (ECL). If you know the ECL of a new character, you can tell whether that PC is right for your campaign.

To create a new subrace, think of a specific aspect of deviation—culture, climate, or physical stature. Then, as you look at the *Player's Handbook* description of the standard race, determine what changes that deviation would cause to this description. A subrace might have different ability score modifications, different skill bonuses (such as a +1 or +2 racial bonus on certain skill checks), a different favored class, different languages, or even different special abilities, such as the dwarf's poison resistance or the elf's prowess with a bow.

Keep in mind that the common races have disadvantages to balance their advantages. A subrace should not have a bonus to Strength and a negative adjustment to Charisma without some additional considerations, since Strength is so much more important (in general) than Charisma. Instead, that dwarf subrace you create might have +2 to Strength and –2 to Charisma if it also lacks the standard dwarf's darkvision and stonecunning abilities. Alternatively, your dwarf subrace could have +2 to Strength, +2 to Constitution, –2 to Dexterity, –2 to Charisma, low-light vision rather than darkvision, and +2 on Climb checks rather than the stonecunning ability.

In general, strive for balance. Balance an ability score bonus with an equivalent ability score penalty. Replace a skill bonus with a bonus to a different skill or a special ability (such as saving throw bonuses or darkvision) with another relatively equal ability. The range of different abilities and skill modifications is great, so you're on your own in finding the perfect mix for your campaign. Look to the subraces in the *Monster Manual* for good examples, and consider the following variations as well.

Subterranean: Underground-dwelling versions of the common races might have darkvision, stonecunning, and a different set of racial enemies. An elf's familiarity with the bow—a weapon more suited to outdoor use—might change to familiarity with a weapon better suited to subterranean use, such as the hand crossbow.

Aligned: A subrace might lean toward one particular alignment, affecting its culture and outlook rather than its game statistics. This subrace might have a different favored class or different language options.

Magical: Deviations that have greater or less affinity for magic would change favored classes, ability score modifications (particularly to Intelligence, Wisdom, or Charisma), and traits such as the gnome's spell-like abilities.

Focused: A subrace might have a special attraction to building things, destroying things, theft, battle, particular animals, sailing, nomadic wandering, piety, or virtually anything else that you can conceive. Such a focus probably changes the race's favored class and skill bonuses and might affect ability score modifications as well.

Wild: A less civilized version of a common race would prefer classes such as barbarian and sorcerer and gain bonuses on Survival or Handle Animal checks.

Larger or Smaller: Subraces that are larger or smaller than their common counterparts offer intriguing options. Medium halflings or Small elves would use rules and equipment similar to that used by other characters of their new size. Conceivably, a cam-

paign might have Tiny gnomes or Large half-orcs. You should be wary of Tiny or Large characters, however, because they alter the game in significant ways (for example, they take up much less or much more space in a battle).

Marine: A marine (or coastal or island) version of a common race might have gills to breathe water, a bonus on Swim checks, and an affinity with various forms of aquatic wildlife. You should also be careful not to simply make marine versions of every race and creature, since this rapidly becomes too predictable.

Desert, Mountain, Forest (Terrain or Climate Types): Finally, terrain and climate can be the main determinant for a subrace specially suited for the environment in which it lives (desert halflings, arctic gnomes, and so on). These subraces differ from their standard counterparts primarily in skill bonuses or bonus feats.

Common Subraces

Dwarves	Elves
Hill dwarves*	High elves*
Deep dwarves	Aquatic elves (sea elves)
Mountain dwarves	Drow (dark elves)
Duergar (gray dwarves)	Gray elves
	Wild elves (grugach)
	Wood elves (sylvan elves)

Gnomes	Halflings
Rock gnomes*	Lightfeet*
Svirfneblin (deep gnomes)	Tallfellows
Forest gnomes	Deep halflings

* The standard dwarves, elves, gnomes, and halflings described in the *Player's Handbook*.

Example Subrace: Gold Dwarves

Haughty and proud, the gold dwarves have a civilization approaching the peak of its power. While some are aloof and suspicious, for the most part they are forthright warriors and shrewd traders.

Racial Traits: Gold dwarves have all the dwarf racial traits described on page 14 of the *Player's Handbook*, with the following exceptions.

- +2 Constitution, –2 Dexterity: Gold dwarves are stout and tough, but not as quick or agile as other races.
- +1 racial bonus on attack rolls against aberrations: Gold dwarves are trained in special combat techniques against these bizarre creatures (this replaces the attack bonus against orcs and goblinoids).

MODIFYING A COMMON RACE

Sometimes you may wish to modify one of the common races (those described in the *Player's Handbook*). Doing this is different from creating a subrace, because it's a change of larger scope—the entire common race takes on different characteristics. A campaign might not even use subraces but still have races modified from the rules presented in the *Player's Handbook*.

The main reason you may want to modify the *Player's Handbook* races is to give your campaign a unique or a specific feel. For example, in some campaigns, dwarves never use arcane spells. In others, they may be wizened masters of the arcane arts.

VARIANT: NO SIDEBARS FOR VARIANT RULES

In contrast to the way the rest of the *Dungeon Master's Guide* is structured, this chapter is composed of alternative rules, concepts, and ways of doing things. So, in this chapter, you won't find variant rules set off in sidebars—the variant rules are actually the meat of the chapter.

Sidebars are used in this chapter for "Behind the Curtain" topics, just as in the rest of the book.

CHANGES THROUGH ADDITION AND SUBTRACTION

Modifying a race by adding or subtracting aspects is essentially like creating a subrace. One DM may find that darkvision is inappropriate for dwarves in his campaign, while another believes that in his campaign elves should never die of old age.

While DMs make such changes to give a unique flavor to a campaign, these changes often end up creating problems with logic or balance. For example, without darkvision for their dwarves, many players opt to play a different race instead, and those who do play dwarves often eventually feel that they made a wrong decision by not choosing, say, a half-orc. Meanwhile, in the game where the DM chose to make elves immortal, no actual game balance issues arise, yet the players grow dissatisfied with the logical incongruity. If elves don't die of old age, they ask, why isn't the world swarming with them by now? These problems are not insurmountable, but they show that change must be well thought out. Balance taking an ability away from a race by replacing it with another. Think through logic problems, and explain them away with a reasonable rationale. For example, elves might have an incredibly low birth rate and fight in many wars against evil, keeping their numbers low despite their biological immunity to aging.

Example Modified Race: Half-Human Elves

Half-human elves are half-elves raised by elves rather than by human society.

Half-human elves have all the half-elf racial traits described on page 18 of the *Player's Handbook*, with the following exceptions.

- Half-human elves have no racial bonus on Diplomacy and Gather Information checks.
- Half-human elves have the same weapon proficiency as elves. They receive free Martial Weapon Proficiency feats for the longsword, rapier, shortbow, and longbow. Living among people who esteem the arts of swordplay and archery, almost all half-human elves are familiar with these weapons.
- Favored Class: Wizard. Half-human elves lack some of the flexibility of half-elves who are raised by humans.

CLASS/RACE RESTRICTIONS

The parameters of a campaign can shape the benefits and restrictions for playing characters of various races. Sometimes, in order to reflect specific roles that you want races to play in the campaign, you can restrict which classes each race can choose from. Limitations might include any or all of the following.

- Dwarves and halflings cannot be wizards, sorcerers, bards, monks, druids, paladins, or rangers.
- Elves cannot be druids, paladins, or monks.
- Half-elves cannot be paladins or monks.
- Half-orcs cannot be wizards, bards, druids, paladins, or rangers.

The fighter class, the cleric class, and the rogue class are rarely restricted. Each is considered available to any race, although you can of course create your own exceptions.

It is perfectly acceptable for you to say "In my world . . ." and then describe whatever changes or restrictions you feel necessary. Be prepared for players to complain if you're denying something otherwise granted to them in the *Player's Handbook* for the choices they make. You're the DM, and it's your campaign. It's important, however, to make sure that the players understand the explanations behind these changes so that they don't feel restricted for no reason. It's often a good idea to balance restrictions with extra allowances—such as greater starting money, free skills, or some other small consideration.

NEW RACES

You can give your players new race options either by using creatures from the *Monster Manual* or new creatures of your own design. In either case, handle this radical change to the campaign with care.

Monsters as Races

While every monster in the *Monster Manual* has the statistics that a player would need to play the creature as a character, most monsters are not suitable as PCs. The following table lists monsters that are easy, difficult, and very difficult to incorporate into a campaign as PCs. Use these lists as guidelines, but don't allow players to play creatures who have an Intelligence score of 2 or lower, who have no way to communicate, or who are so different from other PCs that they disrupt the campaign. (The creatures in the Difficult and Very Difficult sections of the table, for example, are too problematic for most campaigns.) Some creatures have strange innate abilities or great physical power, and thus are questionable at best as characters (except in high-level campaigns). For example, a hill giant dishes out great amounts of damage, and a PC playing a beholder, with its array of magical powers, would be quite unbalancing. Even some feature as seemingly innocuous as wings should be considered carefully. The ability to fly can circumvent interesting encounters at lower levels (particularly outdoors), and it makes skills such as Climb and Jump meaningless. You should not allow such creatures as PCs until the other characters are at a level (around 5th to 7th) when magical means of flight become common.

Monsters as Races

Easy (Few Strange Powers)

Race	Level Adjustment	Race	Level Adjustment
Goblin	+0	Tiefling	+1
Kobold	+0	Centaur	+2
Orc	+0	Githyanki	+2
Aasimar	+1	Githzerai	+2
Bugbear	+1	Elf, drow	+2
Dwarf, duergar	+1	Ogre	+2
Gnoll	+1	Minotaur	+2
Hobgoblin	+1	Troglodyte	+2
Lizardfolk	+1	Gnome, svirfneblin	+3

Difficult (Strange Powers or Limitations)

Race	Level Adjustment	Race	Level Adjustment
Lycanthrope, afflicted[1]	+2	Lycanthrope, natural[1, 2]	+3
Satyr	+2	Pixie	+4
Yuan-ti, pureblood	+2	Gargoyle	+5
Kuo-toa	+3	Troll	+5

Very Difficult
(Unusual Size or Powers that Circumvent Many Challenges)

Race	Level Adjustment	Race	Level Adjustment
Drider	+4	Mind flayer	+7
Hill giant	+4	Ogre mage	+7
Janni	+5	Vampire[1]	+8
Yuan-ti, halfblood	+5		

1 Choose a common race for the base creature's race.

2 Natural lycanthropes have an effective character level (ECL) of 2 + animal form HD + class levels.

Starting Level of a Monster PC: The table above gives the level adjustment for several monsters. Add a monster's level adjustment to its Hit Dice and class levels to get the creature's effective character level, or ECL. Effectively, monsters with a level adjustment become multiclass characters when they take class levels. Characters with more than 1 Hit Die because of their race do not get a feat for their first class level as members of the common races do, and they do not multiply the skill points for their first class level by four. Instead, they have already received a feat for their first Hit Die because of race, and they have already multiplied their racial skill points for their first Hit Die by four.

Use ECL instead of character level when referring to Table 3–2: Experience and Level-Dependent Benefits in the *Player's Handbook* to determine how many experience points a monster character needs to reach its next level. Also use ECL with Table 5–1: Character Wealth by Level to determine starting wealth for a monster character.

Monster characters treat skills mentioned in their *Monster Manual* entry as class skills.

As you can see, many monster characters are inappropriate for parties of 1st-level adventurers. You may choose to allow them anyway, assuming that the party's encounters grant fewer experience points to higher-level characters, allowing the rest of the party to catch up in level. Alternatively, you may ask players to wait until the rest of the party reaches the monster character's ECL before the monster character enters play.

If a monster has 1 Hit Die or less, or if it is a template creature (such as a vampire or a lycanthrope; see the *Monster Manual*), it must start the game with one or more class levels, like a regular character. If a monster has 2 or more Hit Dice, it can start with no class levels (though it can gain them later).

Even if the creature is of a kind that normally advances by Hit Dice rather than class levels, such as a gargoyle, a PC (as an exceptional individual) can gain class levels rather than Hit Dice.

Ability Scores for Monster PCs: While the *Monster Manual* gives ability scores for a typical creature of a certain kind, any "monster" creature that becomes an adventurer is definitely not typical. Therefore, when creating a PC from a creature in the *Monster Manual*, check to see if the creature's entry has any ability scores of 10 or higher. If so, for each score, subtract 10 (if the score is even) or 11 (if the score is odd) to get the creature's modifier for that ability based on its race or kind. For example, a typical minotaur has a Strength score of 19, so its racial ability modifier to Strength is +8 (19 – 11 = 8). Roll the PC's ability score (4d6, discarding the low die) and add the racial ability modifier to get the minotaur PC's Strength score.

For ability scores lower than 10, the procedure is different. First, roll the PC's ability score (4d6, discarding the low die), and compare the roll to the monster's average ability score, using either the table below that applies to Intelligence or the table that applies to the other five ability scores. For example, the minotaur has a listed Intelligence score of 7, so the player consults the "6–7" column on the table that applies to Intelligence. He then rolls 4d6, dropping the low result, and gets a 10. Checking the left-hand column on the table and reading across to the proper column, he sees that his minotaur PC has an Intelligence score of 6.

The separate table for Intelligence ensures that no PC ends up with an Intelligence score lower than 3. This is important, because creatures with an Intelligence score lower than 3 are not playable characters. Creatures with any ability score lower than 1 are also not playable, and you should think twice about letting in a PC with any ability score lower than 3.

Other Statistics for Monsters: Creatures with Hit Dice of 1 or less have normal, class-based Hit Dice and features. They get a feat for their first class level and multiply the skill points for their first class level by four (even if they have a level adjustment). Those with 2 or more Hit Dice have statistics based on these Hit Dice plus Hit Dice for class levels (if any).

For example, an ogre with no class levels has 4d8 HD, a base attack bonus of +3, two feats, and 7 skill points (or more if its Intelligence is higher than 9). The first Hit Die is treated as maximum, giving him 8 + 3d8 + (Constitution bonus × 4) hit points.

Experience for Monsters: A monster with Hit Dice of 1 or less, no level adjustment, and class levels uses Table 3–2: Experience and Level-Dependent Benefits on page 22 of the *Player's Handbook* just as any other player character does.

A monster with Hit Dice of 1 or less, a level adjustment, and class levels adds its class levels, Hit Die, and level adjustment

Monster PCs' Intelligence Scores

Dice Roll	Monster Intelligence Score 3	4–5	6–7	8–9
18	10	12	14	16
17	9	11	13	15
16	8	10	12	14
15	7	9	11	13
14	6	8	10	12
13	5	7	9	11
12	4	6	8	10
11	3	5	7	9
10	3	5	7	9
9	3	5	6	8
8	3	4	6	8
7	3	4	5	7
6	3	4	5	6
5	3	3	5	5
4	3	3	4	4
3	3	3	3	3

Monster PCs' Ability Scores

Dice Roll	Monster Ability Score (Str, Dex, Con, Wis, Cha) 1	2–3	4–5	6–7	8–9
18	8	10	12	14	16
17	7	9	11	13	15
16	6	8	10	12	14
15	5	7	9	11	13
14	4	6	8	10	12
13	3	5	7	9	11
12	2	4	6	8	10
11	1	3	5	7	9
10	1	2	4	6	8
9	1	2	4	6	7
8	1	2	4	5	6
7	1	1	3	5	5
6	1	1	2	4	4
5	1	1	1	3	3
4	1	1	1	2	2
3	1	1	1	1	1

together when referring to Table 3–2. For instance, suppose a monster with 1 Hit Die and a +1 level adjustment has two levels of rogue. Its ECL is 4 (2 class levels + 1 Hit Die + 1 level adjustment). In order to gain another class level, it needs a total of 10,000 XP.

A monster with more than one Hit Die, a level adjustment, and class levels adds its Hit Dice, class levels, and level adjustment together when referring to Table 3–2. For example, a bugbear has three Hit Dice and a +1 level adjustment. After taking one level of rogue, it has an ECL of 5. To gain its second level of rogue, it needs a total of 15,000 XP.

Roleplaying Monster PCs: Many of the creatures in the *Monster Manual* are evil. Not only are these creatures going to have a difficult time in standard settings, such as human cities, but evil PCs might not be what you want for your campaign. However, it's fairly easy to justify how a monster whose kin are evil might be neutral or even good in alignment. See if any of the following background options appeal to your player and fit in with his character concept.

- Reared by humans, elves, dwarves, or another nonevil race.
- Saved from a horrible fate by good-aligned creatures.
- Individually repentant.
- Disillusioned by evil.
- On the run from evil creatures.
- Magically altered or *geased*.

Most NPCs assume that monsters are evil, regardless of the character's actual alignment. Within a human city or an elven town, a goblin or a troll is going to be feared, loathed, or—at best—distrusted. Decide for yourself how much you want to stress the difficulty of playing a monster in civilized areas. The player must decide just how bestial or sophisticated he wants to play the monster character, and how true to the monster archetype the player wants to cling. He may look to you for guidance, so be prepared ahead of time regarding these issues as well. Do you want the minotaur PC to be gleefully terrorizing the little folk or to be struggling to fit in with humans?

Remember that what's good for PCs is good for NPCs. NPC monsters can have classes, exceptional ability scores, and maximum hit points from their first Hit Die as well.

Creating New Races

While the creatures in the *Monster Manual* make for interesting PC racial choices, that's not really what they were made for. Most were made to be opponents for the PCs (which is why they're monsters). Thus, some DMs may want to create new races made primarily for giving players new options.

Creating new races is difficult. In general, use the races in the *Player's Handbook* as examples and guides. When in doubt, make the new race similar to one found there. Monsters in the *Monster Manual* weren't created to be PC races and shouldn't be used as models for anything other than monsters and NPCs. If you want to create a catlike race with a high Dexterity, look to the elves as an example. They gain a +2 bonus to Dexterity but take a –2 penalty to Constitution. For having such a great benefit as heightened Dexterity, the cat people should have a commensurate penalty as well.

Here's an important point: Not all the ability scores are equal. For example, the half-orc has a penalty to both Intelligence and Charisma but a bonus only to Strength. That's because neither a penalty to Intelligence nor a penalty to Charisma by itself is equivalent in significance to a bonus to Strength. To return to the cat people example: Dexterity is also a very important ability, and thus a Dexterity bonus could not be balanced by a Charisma penalty alone—some other drawback needs to be added.

In general, the following table demonstrates appropriate penalties to match equal bonuses. Sometimes the bonus/penalty tradeoff doesn't work both ways. For example, a bonus to Strength is roughly equivalent to a penalty to Constitution, but a bonus to Constitution is not equivalent to a penalty to Strength.

Ability Score Equivalencies

Ability Score Bonus	Ability Score or Scores Penalized
Strength	Dexterity OR Constitution OR Intelligence and Charisma OR Intelligence and Wisdom OR Wisdom and Charisma
Dexterity	Strength OR Constitution OR Intelligence and Charisma OR Intelligence and Wisdom OR Wisdom and Charisma
Constitution	Dexterity OR Intelligence OR Wisdom OR Charisma
Intelligence	Wisdom OR Charisma
Wisdom	Intelligence OR Charisma
Charisma	Intelligence OR Wisdom

Of course, there's nothing really wrong with penalizing a more important score than the one getting the bonus. You could create a frail race of kindly, beautiful creatures with a +2 bonus to Charisma and a –2 penalty to Strength, but be aware that some players will not like playing such a race. Some might, however, and that's for you to judge. Refer to Handling Unbalanced PCs (page 13) for tips on what to do if you think you have introduced something into your game (in this case, a new race) that was a mistake because it was either overpowered or not powerful enough.

Basically, the same guidelines that you must consider when creating subraces or using monsters as races apply to creating new races. Beware of special abilities, particularly movement- or combat-

related ones. Remember that size changes many aspects of a character. Benefits should be balanced with drawbacks. Pay strict attention to culture and environment for ideas on how to shape the race.

An interesting avenue you may wish to examine regarding new race creation is the idea of half-breed races. The *Player's Handbook* already presents the half-elf and the half-orc. The *Monster Manual* gives rules on half-celestials, half-dragons, half-fiends, and more mixed races such as the planetouched (aasimars and tieflings). Half-ogres, half-trolls, or elf–orc, orc–ogre (orog), gnome–halfling, or orc–goblin crossbreeds are all interesting possibilities for PC races. You may decide that some crossbreeds are impossible or unfeasible, such as dwarf–elf, halfling–human, or gnome–ogre.

CLASSES

A DM should consider carefully the classes in his world, for they define the people who live there. Presented first in this section are ideas for modifying *Player's Handbook* character classes.

MODIFYING CHARACTER CLASSES

Imagine the desert knife fighter, a fighter with a limited weapon selection but early specialization with a knife. Or a fire mage, a wizard with particularly potent fire spells but no access to any spell involving water, air, or earth. Or a warrior-priest who functions like a cleric, but with a fighter's weapon selection and attack bonus, fewer spells per day, and no access to healing spells.

If you're like most DMs, the character classes in the *Player's Handbook* are flexible and varied enough to fit most any niche or need, particularly with the possibilities of multiclassing, the variety of feats and skills, and facets such as school specialization for wizards and domain selection for clerics. If you want to create a campaign rich with religion and divine influence, where just about everyone has deity-granted powers, you don't have to overhaul all the existing classes. Instead, you can just say everyone (or most everyone) in that society multiclasses so that each individual has at least one level of cleric. You can rule that in such a world, the cleric class has no XP penalties for multiclassing.

This means, of course, that you have modified the class system slightly. Further modifications occasionally allow a DM to create slightly different classes either for variety or to fill a niche created in his own campaign. Various aspects of a class—such as Hit Dice, base attack bonus, or spells per level—are easy to change. However, even though the numbers are easy to change, you should be aware of the implications. A rogue with a fighter's attack bonus is better than a regular rogue unless his gain in this respect is offset by some loss elsewhere. Likewise, a wizard with more spells per day is also unbalanced in regard to other classes without some significant drawback.

Special abilities are somewhat more difficult to alter. Always have a concept with strengths and weaknesses in mind—don't just try to create the class that can do everything. Remember that while the paladin has a lot of special offensive, defensive, and healing abilities, he has neither access to attack spells nor any way to sneak around. The wizard is a great spellcaster but has poor combat abilities. Consider making a swashbuckler rogue with no ability to sneak attack but more combat- and movement-oriented feats, or a druid with fewer spells per day but the capability to use wild shape more often.

If you have created a variant class with sneaking and subterfuge capabilities better than the rogue, or a combat-oriented class more adept at combat than the fighter, you have gone astray. Variants should exist for variety and flavor, not to outshine the standard classes. The other point to remember is that making a class worse at something it's already bad at is not necessarily a balancing factor. A wizard with a worse attack bonus or a restriction against taking combat-oriented feats really isn't that much worse off than the standard wizard. (He wasn't likely to get involved in melee if he could help it anyway.) Dungeon Masters who are real sticklers for class balance might want to avoid modifying character classes altogether. It's difficult, and the problems it creates don't usually make themselves evident until the changes are already in play.

Avoiding the Pitfalls

The barbarian and fighter classes show the difficulty in balancing character classes. Both kinds of characters excel at combat but do so in different ways. The fighter gains more and more combat feats and specialization, while the barbarian realizes his prowess through temporary bursts of rage. Take a look at the bonuses and modifications that each class gets. Even though their attack bonus progression is the same, a fighter with well-chosen feats outshines the barbarian, even one who is in a rage. (Once no longer raging, the barbarian's not even close.) This situation is balanced by the other special advantages the barbarian has: an increased movement rate, more skill points, a greater selection of class skills, uncanny dodge, and a larger Hit Die. All these aspects need to be considered when measuring the balance of a character class.

When modifying a class, always take the following steps:

1. Look to see which standard class seems to be most like the end result that you want to create.

2. Look to see if another class has special abilities that can be swapped in exchange for something that this class has in order to create what you want.

3. Look to all the other classes and match the newly modified class against each one, taking into account the following factors.

- Hit Dice
- Base attack bonus progression
- Base save bonus progressions
- Skill points
- Class skill list
- Weapon and armor proficiency
- Spells per day
- Spell list selection
- Special class features

No class should excel beyond another one overall. Pay particular attention to special class features and spells.

Variant Spell Lists

One fairly easy way to modify an existing character class or, in effect, invent an entirely new one is to modify the spell list of a spellcasting class.

Changing the levels of various spells (so that the modified class has, for example, faster access to illusion spells but doesn't get key evocation attack spells until later) can create an interesting variant. Be wary of this method, though. The spell lists and the levels assigned to the spells on them were designed with a careful balance in mind. Moving a spell up or down more than a single level is probably a bad idea. Don't assume that all spells carry equal weight, either. Making *fireball* and *fly* 2nd-level spells on a spell list and then pushing *see invisibility* and *magic mouth* up to 3rd level to compensate is unbalancing. While *see invisibility* and *magic mouth* are both useful spells, they don't present balance issues as obvious as *fireball* (the lowest-level significant multiple-target damage spell) and *fly* (often the difference between avoiding an encounter or not). When moving spells up or down in level, do so with a theme in mind. A caster might be great at divinations and enchantments but poor at any spells with obvious, dramatic effects. Or he may be particularly adept at healing but not as good with spells that affect emotions or minds.

The most obvious way to create new spell lists is to take spells from the different classes and mix and match. If you combine spells from two classes, you create an interesting but potentially unbalanced new variant class. Beware the all-powerful hybrid: a class with the firepower of a wizard and the healing capacity of a cleric. Don't simply pick the best spells from all the lists and give

them to a single caster. As with moving spells up or down in level, a theme for a brand-new spell list helps balance it (especially a theme with both strengths and shortcomings). The new spell list might be strong on offensive spells but lacking in defensive magic, or great with healing and divinations but lacking in movement-related and alteration spells. Casters with access to spells from two different classes should generally have fewer spells available than either of the original classes. Versatility has its price.

Classes for whom spellcasting is secondary—such as the ranger, the paladin, and perhaps the bard—offer an even greater opportunity for manipulation, since their lists are smaller and thus more easily shifted. Subtle changes, such as the paladin of a deity of healing with all curing spells, or a beastmaster ranger with only animal-related spells, are fairly easy to create. Greater changes are also possible, such as the divine bard (the cantor), whose spells are all taken from the cleric list.

Example New Spell List: The Witch

Below is a new spell list for a variant spellcasting class: the witch. A staple of fantasy literature and fairy tales, the witch dabbles in many kinds of magic—minor illusions, spells dealing with health or life, nature-based magic, simple divinations, and spells that alter the shape and appearance of things—but excels at just a few. Hence, her list is somewhat limited, but it contains wizard, cleric, and druid spells. She casts spells as a sorcerer, using the sorcerer's Spells per Day table (see page 52 of the *Player's Handbook*), and her spells are based on Charisma. The witch's spell list is designed with the following considerations in mind.

***Cure* Spells:** Only the weakest of these, and the witch doesn't have the cleric's ability to cast *cure* spells spontaneously. The witch isn't blessed with a cleric's (or druid's) plethora of healing spells, but she can offer a little aid to those she favors.

Illusions: Only through the middle levels. A witch can trick her foes, but not to the extent that a wizard can.

Divinations: Only the straightforward divinations, such as *clairvoyance/clairaudience* and *scrying*, and not even all of them.

Charms: Many. A major feature of this class.

Form-Changing: Another strong point for the witch. From *alter self* to *shapechange*, the witch has most of the spells relating to changing her (or someone else's) form.

Nature: From speaking to animals to controlling the weather, the witch dabbles in this type of magic, if for no other reason than she usually lives a secluded life in the wilderness.

No Flashy Spells: Anything from a *lightning bolt* to a *wall of fire* to a *Bigby's hand* spell is right out. The witch's archetype doesn't suggest overt attack spells or spells that create massive magic constructs. She doesn't summon monsters, place wards, or teleport from place to place. Her magic is subtle.

Miscellaneous: Spells such as *whispering wind*, *Leomund's tiny hut*, *bestow curse* (and a few other curselike spells), and a few communication spells round out the list.

Witch Spell List

0 Level: *arcane mark, cure minor wounds, dancing lights, daze, detect magic, detect poison, flare, ghost sound, light, mending, read magic, resistance, virtue.*

1st Level: *cause fear, change self, charm person, command, comprehend languages, cure light wounds, doom, endure elements, hypnotism, identify, silent image, sleep, speak with animals, ventriloquism.*

2nd Level: *alter self, blindness/deafness, calm emotions, cure moderate wounds, delay poison, detect thoughts, enthrall, invisibility, locate object, minor image, scare, whispering wind.*

3rd Level: *bestow curse, clairvoyance/clairaudience, contagion, create food and water, dispel magic, Leomund's tiny hut, magic circle against chaos/law/evil/good*, major image, rage, remove blindness/deafness, suggestion, tongues.*

4th Level: *charm monster, crushing despair, discern lies, divination, fear, giant vermin, good hope, locate creature, minor creation, neutralize poison, polymorph, remove curse, scrying.*

5th Level: *baleful polymorph, dream, false vision, feeblemind, greater command, magic jar, major creation, mirage arcana, nightmare, seeming, sending.*

6th Level: *animate objects, control weather, eyebite, find the path, geas/quest, greater scrying, heroes' feast, legend lore, mass suggestion, mislead, repulsion, Tenser's transformation, true seeing.*

7th Level: *creeping doom, finger of death, insanity, liveoak, project image, repel wood, transport via plants.*

8th Level: *antipathy, demand, discern location, horrid wilting, polymorph any object, sympathy, trap the soul.*

9th Level: *earthquake, foresight, refuge, shapechange, wail of the banshee, weird.*

*When she becomes able to cast 3rd-level spells, the witch chooses to have one of the four *magic circle* spells on her spell list. Whichever spell she chooses, she cannot cast it as a spell of an alignment opposed to her own.

CREATING NEW CLASSES

It's possible to create entirely new classes, or rather, to alter existing classes so drastically that they're no longer recognizable. For example, you could make the following adjustments to the ranger.

- Limit his weapon selection to resemble the rogue's list of weapon proficiencies.
- Change his favored enemy ability so that it applies only to undead, and his bonus improves by 2 every five levels.
- Give him the rogue's sneak attack ability, but change it so that it's only usable against undead.

BEHIND THE CURTAIN: WHY MESS AROUND WITH CHARACTER CLASSES?

The standard character classes fit into virtually everyone's campaign. They're flexible, and skill and feat selection allow them to be truly customizable. Most character concepts can be covered using the classes as written. Modifying classes is mostly a tool that you can use to tailor things to best fit your campaign. It shouldn't come up that often, since it's rarely necessary.

DMs who create their own worlds may find that the classes need some focusing to make them specific to a particular campaign. If, in developing your world, you design a culture steeped in a long-standing hatred of magic, you might alter the fighter to be a demonslayer and give the class a limited weapon selection and special feats that work best against outsiders. The ranger might become a wizard-hunter, the cleric could be a protector with early access to *dispel magic* and various defensive spells, and all PC classes might be imbued with the ability to use *detect magic* once per day.

Sometimes, however, players come to you and say that they like a certain class, but they want to change a single feature or two. Michael might want to play a ranger with no desire to have more than one favored enemy. He wants to play a beast-slayer, and his character hates dire wolves. He's also interested in the paladin's warhorse. You can decide, as a DM, that it's acceptable to trade those ranger abilities for the paladin's mount. In fact, you might decide that it's not a fair trade, and that Michael's character can have the *detect evil* ability as well. (He is, after all, giving up an ability usable at 1st level as well as one that comes into play later for one that he can't acquire until 5th level.) Allowing a player to play the character he wants to play is always a desirable goal. Sometimes it can't be achieved—the player asks for too much, or what he wants doesn't fit with your campaign—but the effort to accommodate reasonable modifications is almost always worth it.

- Change his spell list so that it consists of spells that deal strictly with undead or that are used for subterfuge and sneaking.
- At 3rd level, give him the paladin's smite evil ability, usable only against undead.

Now the class is the undead stalker, a stealthy character skilled in tracking and slaying undead.

This method of mixing and matching abilities from different classes is the best way to go should you want to create an entirely new class.

PRESTIGE CLASSES

Prestige classes offer a new form of multiclassing. Unlike the basic classes found in the *Player's Handbook*, characters must meet requirements before they can take their first level of a prestige class. The rules for level advancement (see page 58 of the *Player's Handbook*) apply to this system, meaning the first step of advancement is always choosing a class. If a character does not meet the requirements for a prestige class before that first step, that character cannot take the first level of that prestige class. Taking a prestige class does not incur the experience point penalties normally associated with multiclassing.

For example, the requirements to become an assassin are any evil alignment, 8 ranks in Move Silently, 8 ranks in Hide, 4 ranks in Disguise, and the candidate must kill someone for no other reason than to join the assassins. Any rogue can meet the skill requirements at 5th level (see Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*, for class skill max ranks). When such a rogue gains enough experience points to reach 6th level, he then can take a level of assassin.

Prestige classes are purely optional and always under the purview of the DM. We encourage you, as the DM, to tightly limit the prestige classes available in your campaign. The example prestige classes are certainly not all encompassing or definitive. They might not even be appropriate for your campaign. The best prestige classes for your campaign are the ones you tailor make yourself.

Definitions of Terms

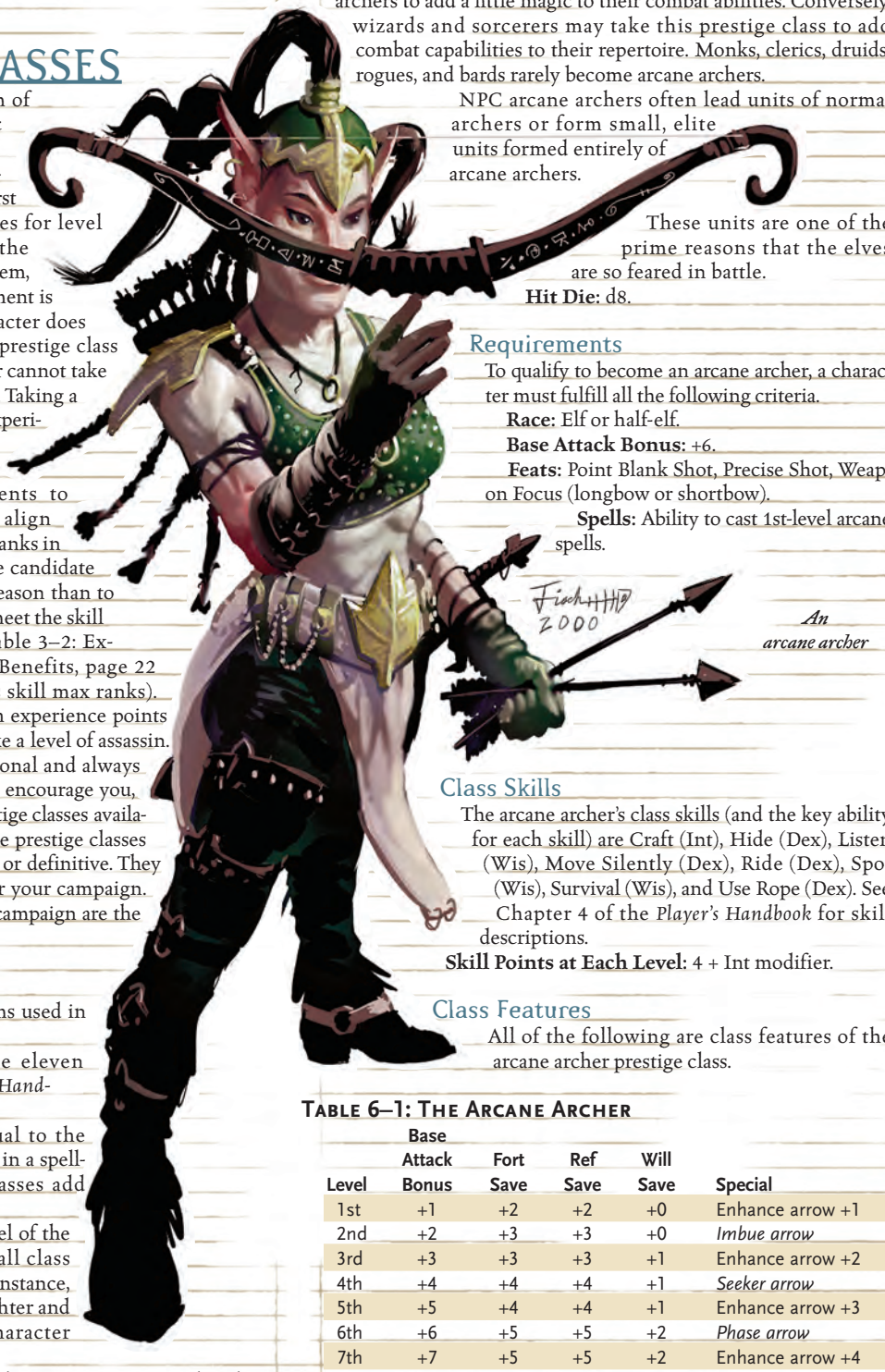
Here are definitions of some terms used in this section.

Standard Class: One of the eleven classes described in the *Player's Handbook*.

Caster Level: Generally equal to the number of class levels (see below) in a spellcasting class. Some prestige classes add caster levels to an existing class.

Character Level: The total level of the character, which is the sum of all class levels held by that character. For instance, a character with three levels of fighter and three levels of rogue has six character levels.

Class Level: The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.



Illus. by S. Fischer

ARCANE ARCHER

Master of the elven warbands, the arcane archer is a warrior skilled in using magic to supplement his combat prowess. Beyond the woods, arcane archers gain renown throughout entire kingdoms for their supernatural accuracy with a bow and their ability to imbue their arrows with magic. In a group, they can strike fear into an entire enemy army.

Fighters, rangers, paladins, and barbarians become arcane archers to add a little magic to their combat abilities. Conversely, wizards and sorcerers may take this prestige class to add combat capabilities to their repertoire. Monks, clerics, druids, rogues, and bards rarely become arcane archers.

NPC arcane archers often lead units of normal archers or form small, elite units formed entirely of arcane archers.

These units are one of the prime reasons that the elves are so feared in battle.

Hit Die: d8.

Requirements

To qualify to become an arcane archer, a character must fulfill all the following criteria.

Race: Elf or half-elf.

Base Attack Bonus: +6.

Feats: Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow).

Spells: Ability to cast 1st-level arcane spells.

An arcane archer

Class Skills

The arcane archer's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the arcane archer prestige class.

Table 6–1: The Arcane Archer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Enhance arrow +1
2nd	+2	+3	+3	+0	*Imbue arrow*
3rd	+3	+3	+3	+1	Enhance arrow +2
4th	+4	+4	+4	+1	*Seeker arrow*
5th	+5	+4	+4	+1	Enhance arrow +3
6th	+6	+5	+5	+2	*Phase arrow*
7th	+7	+5	+5	+2	Enhance arrow +4
8th	+8	+6	+6	+2	*Hail of arrows*
9th	+9	+6	+6	+3	Enhance arrow +5
10th	+10	+7	+7	+3	*Arrow of death*

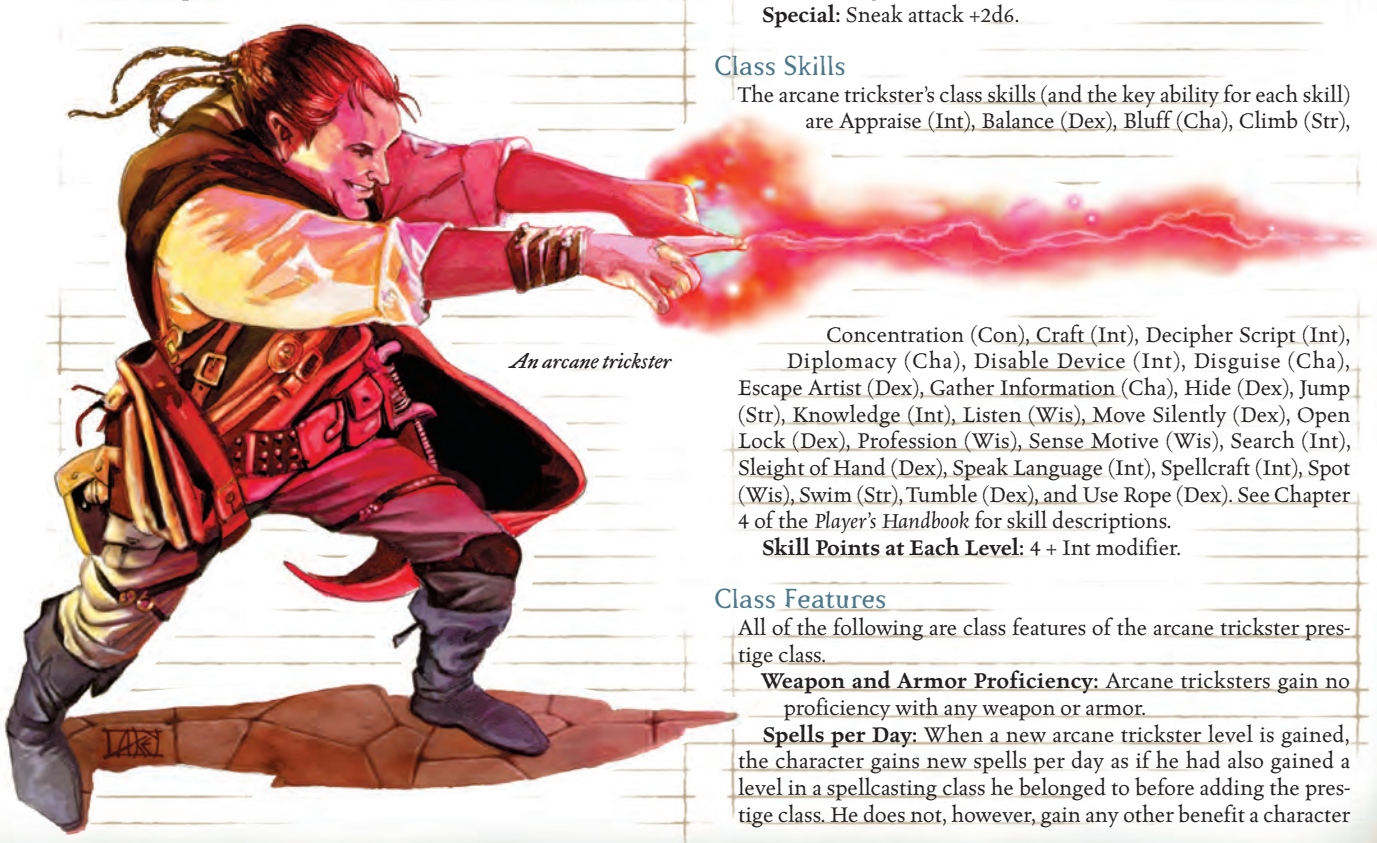
Weapon and Armor Proficiency: An arcane archer is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Enhance Arrow (Su): At 1st level, every nonmagical arrow an arcane archer nocks and lets fly becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the archer need not spend experience points or gold pieces to accomplish this task. However, an archer's magic arrows only function for him. For every two levels the character advances past 1st level in the prestige class, the magic arrows he creates gain +1 greater potency (+1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Imbue Arrow **(Sp):** At 2nd level, an arcane archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered on where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the archer to use the bow's range rather than the spell's range. It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

Seeker Arrow **(Sp):** At 4th level, an arcane archer can launch an arrow once per day at a target known to him within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. For example, if the target is within a windowless chamber with the door closed, the arrow cannot enter. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

Phase Arrow **(Sp):** At 6th level, an arcane archer can launch an arrow once per day at a target known to him within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (A *wall of force*, a *wall of fire*, or the like stops the arrow.) This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).



An arcane trickster

Illus. by J&L. Lakey

Hail of Arrows **(Sp):** In lieu of his regular attacks, once per day an arcane archer of 8th level or higher can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer level he has earned. Each attack uses the archer's primary attack bonus, and each enemy may only be targeted by a single arrow.

Arrow of Death **(Sp):** At 10th level, an arcane archer can create an *arrow of death* that forces the target, if damaged by the arrow's attack, to make a DC 20 Fortitude save or be slain immediately. It takes one day to make an *arrow of death*, and the arrow only functions for the arcane archer who created it. The *arrow of death* lasts no longer than one year, and the archer can only have one such arrow in existence at a time.

ARCANE TRICKSTER

Arcane tricksters combine their knowledge of spells with a taste for intrigue, larceny, or just plain mischief. They are among the most adaptable of adventurers.

Arcane spellcasting and the sneak attack ability are needed to qualify for this class, making it a natural choice for multiclass wizard/rogues or sorcerer/rogues. Assassins occasionally opt for this class, but usually only if they already have wizard or sorcerer levels.

Arcane tricksters tend to use a seat-of-the-pants approach to adventuring, loading up on spells that improve their stealth and mobility. An NPC arcane trickster is just the sort of person that might bump into you in a crowded tavern. (Check your pockets.)

Hit Die: d4.

Requirements

To qualify to become an arcane trickster, a character must fulfill all of the following criteria.

Alignment: Any nonlawful.

Skills: Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana) 4 ranks.

Spells: Ability to cast *mage hand* and at least one arcane spell of 3rd level or higher.

Special: Sneak attack +2d6.

Class Skills

The arcane trickster's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Sense Motive (Wis), Search (Int), Sleight of Hand (Dex), Speak Language (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the arcane trickster prestige class.

Weapon and Armor Proficiency: Arcane tricksters gain no proficiency with any weapon or armor.

Spells per Day: When a new arcane trickster level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character

Table 6–2: The Arcane Trickster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Ranged legerdemain 1/day	+1 level of existing class
2nd	+1	+0	+3	+3	Sneak attack +1d6	+1 level of existing class
3rd	+1	+1	+3	+3	Impromptu sneak attack 1/day	+1 level of existing class
4th	+2	+1	+4	+4	Sneak attack +2d6	+1 level of existing class
5th	+2	+1	+4	+4	Ranged legerdemain 2/day	+1 level of existing class
6th	+3	+2	+5	+5	Sneak attack +3d6	+1 level of existing class
7th	+3	+2	+5	+5	Impromptu sneak attack 2/day	+1 level of existing class
8th	+4	+2	+6	+6	Sneak attack +4d6	+1 level of existing class
9th	+4	+3	+6	+6	Ranged legerdemain 3/day	+1 level of existing class
10th	+5	+3	+7	+7	Sneak attack +5d6	+1 level of existing class

of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an arcane trickster, he must decide to which class he adds the new level for purposes of determining spells per day.

Ranged Legerdemain (Su): Using his unique talents, an arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

An arcane trickster can use ranged legerdemain once per day initially, twice per day upon attaining 5th level, and three times per day at 9th level or higher. He can make a ranged legerdemain skill check only if he has at least 1 rank in the skill being used.

Sneak Attack (Ex): This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If an arcane trickster gets a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

Impromptu Sneak Attack (Ex): Beginning at 3rd level, once per day an arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

At 7th level, an arcane trickster can use this ability twice per day.

ARCHMAGE

The highest art is magic—often referred to as *the* Art. Its most advanced practitioners are frequently archmages, characters who bend spells in ways unavailable to other spellcasters. An archmage gains strange powers and the ability to alter spells in remarkable ways, but must sacrifice some of his spell capability in order to master these arcane secrets.

Most archmages are purely wizards or sorcerers. They rarely multiclass, choosing instead to concentrate on perfecting their arcane skills.

NPC archmages in urban areas often hold positions of power in magic-focused guilds. Their pursuit of arcane excellence and their familiarity with high arcana place them above most of their peers. Some archmages choose a more solitary path, often eschewing society to study in quietude.

Hit Die: d4.

Requirements

To qualify to become an archmage, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

Feats: Skill Focus (Spellcraft), Spell Focus in two schools of magic.

Spells: Ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

Class Skills

The archmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the archmage prestige class.

Weapon and Armor Proficiency: Archmages gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new archmage level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class in which he could cast 7th-level spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, and so on). If a character had more than one arcane spellcasting class in which he could cast 7th-level spells before he became an archmage, he must decide to which class he adds each level of archmage for the purpose of determining spells per day.

High Arcana: An archmage learns secret lore unknown to lesser wizards and sorcerers. He gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (he cannot eliminate a spell slot of higher level than the highest-level spell he can cast). Each special ability has a minimum required spell slot level, as specified in its description. For example, a 15th-level wizard normally can cast two 7th-level spells per day (bonus spells for specialization or high Intelligence can increase this number). A 13th-level wizard/2nd-level archmage who chooses the arcane reach ability forfeits one 7th-level spell slot, and so can only cast one 7th-level spell per day, not counting bonus spells.

An archmage may choose to eliminate a spell slot of a higher level than that required to gain a type of high arcana.

Arcane Fire (Su): The archmage gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of archmage) that deals 1d6 points of damage per class level of the archmage plus 1d6 points of damage per level of the spell used to create the effect. For instance, a 5th-level archmage who channels a 7th-level spell into arcane fire deals 12d6 points of damage to the target if it hits. This ability costs one 9th-level spell slot.

Arcane Reach (Su): The archmage can use spells with a range of touch on a target up to 30 feet away. The archmage must make a ranged touch attack. Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs one 7th-level spell slot.

Mastery of Counterspelling: When the archmage counterspells a spell, it is turned back upon the caster as if it were fully affected by a *spell turning* spell. If the spell cannot be affected by *spell turning* (for example, if it is a spell that affects an area), then it is merely counterspelled. This ability costs one 7th-level spell slot.

Mastery of Elements: The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. For example, an archmage could cast a *fireball* that deals sonic damage instead of fire damage.

This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping: The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. For example, an archmage could cast a *fireball* and leave a hole where his ally stands, preventing any fire damage. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell Power: This ability increases the archmage's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.

Spell-Like Ability: An archmage who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level. For example, an archmage can make *lightning bolt* into a spell-like ability by using a 3rd-level spell slot to do so, or into a maximized *lightning bolt* by using a 6th-level spell slot. The archmage may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day. For example, Hexark, a 15th-level wizard/2nd-level archmage, is a pyromaniac and never wants to be denied the ability to cast *fireball*, so she permanently uses a 9th-level spell slot to get *fireball* as a spell-like ability usable six times per day. She forfeits a 5th-level spell slot to master the ability.

If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

An archmage

Illus. by T. Lockwood

Table 6–3: The Archmage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	High arcana	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	High arcana	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	High arcana	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcasting class

ASSASSIN

The assassin is the master of dealing quick, lethal blows. Assassins also excel at infiltration and disguise. Assassins often function as spies, informants, killers for hire, or agents of vengeance. Their training in anatomy, stealth, poison, and the dark arts allows them to carry out missions of death with shocking, terrifying precision.

Most rogues, monks, and bards who choose this class become examples of the classic assassin skulking in the shadows with a blade carrying certain death. Fighters, ex-paladins, rangers, druids, and barbarians operate as warrior assassins, with as much ability to kill in combat as from the shadows. Sorcerers, wizards, and clerics may be the most terrifying assassins of all, for with their spells they can infiltrate and slay with even greater impunity.

As NPCs, assassins work in guilds or secret societies found hidden in cities or based in remote fortresses in the wilderness. Sometimes they serve more powerful evil characters singly or in a group. Occasionally an assassin works alone, but only the most capable are willing to operate without any sort of support or backup.

Hit Die: d6.

An assassin

Requirements

To qualify to become an assassin, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks.

Special: The character must kill someone for no other reason than to join the assassins.

Class Skills

The assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the assassin prestige class.

Weapon and Armor Proficiency: An assassin's weapon training focuses on weapons suitable for stealth and sneak attacks. Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

Sneak Attack (Ex): This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (3th, 5th, 7th, and 9th). If an assassin gets a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

Death Attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the

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Table 6–4: The Assassin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Sneak attack +1d6, death attack, poison use, spells	0	—	—	—
2nd	+1	+0	+3	+0	+1 save against poison, uncanny dodge	1	—	—	—
3rd	+2	+1	+3	+1	Sneak attack +2d6	2	0	—	—
4th	+3	+1	+4	+1	+2 save against poison	3	1	—	—
5th	+3	+1	+4	+1	Improved uncanny dodge, sneak attack +3d6	3	2	0	—
6th	+4	+2	+5	+2	+3 save against poison	3	3	1	—
7th	+5	+2	+5	+2	Sneak attack +4d6	3	3	2	0
8th	+6	+2	+6	+2	+4 save against poison, hide in plain sight	3	3	3	1
9th	+6	+3	+6	+3	Sneak attack +5d6	3	3	3	2
10th	+7	+3	+7	+3	+5 save against poison	3	3	3	3

study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Spells: Beginning at 1st level, an assassin gains the ability to cast a number of arcane spells. To cast a spell, an assassin must have an Intelligence score of at least 10 + the spell's level, so an assassin with an Intelligence of 10 or lower cannot cast these spells. Assassin bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the assassin's Intelligence bonus (if any). When the assassin gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 1st-level assassin), he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level. The assassin's spell list appears below. An assassin casts spells just as a bard does.

Upon reaching 6th level, at every even-numbered level after that (8th and 10th), an assassin can choose to learn a new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level assassin spell the assassin can cast. For instance, upon reaching 6th level, an assassin could trade in a single 1st-level spell (two spell levels below the highest-level sorcerer spell he can cast, which is 3rd) for a different 1st-level spell. At 8th and 10th levels, he could trade in a single 1st-level or 2nd-level spell (since he now can cast 4th-level assassin spells) for a different spell of the same level. An assassin may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for that level.

Table 6–5: Assassin Spells Known

	Spells Known			
Level	1st	2nd	3rd	4th
1st	2[1]	—	—	—
2nd	3	—	—	—
3rd	3	2[1]	—	—
4th	4	3	—	—
5th	4	3	2[1]	—
6th	4	4	3	—
7th	4	4	3	2[1]
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

1 Provided the assassin has sufficient Intelligence to have a bonus spell of this level.

Save Bonus against Poison: Assassins train with poisons of all types and slowly grow more and more resistant to their effects. This is reflected by a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two additional levels the assassin gains (+2 at 4th level, +3 at 6th level, and so on).

Uncanny Dodge (Ex): Starting at 2nd level, an assassin gains the ability to react to danger before his senses would normally allow him to even be aware of it. He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class (such as a barbarian/rogue), the character automatically gains improved uncanny dodge (see below).

Improved Uncanny Dodge (Ex): At 5th level, an assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class (such as a barbarian/rogue), the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Hide in Plain Sight (Su): At 8th level, an assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Assassin Spell List

Assassins choose their spells from the following list:

1st Level: *disguise self, detect poison, feather fall, ghost sound, jump, obscuring mist, sleep, true strike.*

2nd Level: *alter self, cat's grace, darkness, fox's cunning, illusory script, invisibility, pass without trace, spider climb, undetectable alignment.*

3rd Level: *deep slumber, deeper darkness, false life, magic circle against good, misdirection, nondetection.*

4th Level: *clairaudience/clairvoyance, dimension door, freedom of movement, glibness, greater invisibility, locate creature, modify memory, poison.*

BLACKGUARD

The blackguard epitomizes evil. He is nothing short of a mortal fiend. The quintessential black knight, this villain carries a reputation of the foulest sort that is very well deserved. Consorting with demons and devils and serving dark deities, the blackguard is hated and feared by all. Some people call these villains anti-paladins due to their completely evil nature.

The blackguard has many options available to him—sending forth dark minions and servants to do his bidding, attacking with stealth and honorless guile, or straightforward smiting of the forces of good that stand in his way. Fighters, ex-paladins, rangers, monks, druids, and barbarians make for indomitable combat-oriented blackguards, while rogues and bards who become blackguards are likely to stress the subtle aspects of their abilities and spells. Sorcerers, wizards, and clerics who become blackguards are sometimes called diabolists and favor dealing with fiends even more than other blackguards do.

As NPCs, blackguards usually lead legions of undead, evil outsiders, or other monsters to conquer their own doomed demesne or expand their existing territory. Sometimes they serve more powerful evil characters as dark lieutenants. On occasion they operate alone as hired killers or wandering purveyors of ill, destruction, and chaos.

Hit Die: d10.

Requirements

To qualify to become a blackguard, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +6.

Skills: Hide 5 ranks, Knowledge (religion) 2 ranks.

Feats: Cleave, Improved Sunder, Power Attack.

Special: The character must have made peaceful contact with an evil outsider who was summoned by him or someone else.

Class Skills

The blackguard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Table 6–6: The Blackguard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day — 1st	2nd	3rd	4th
1st	+1	+2	0	0	Aura of evil, *detect good*, poison use	0	—	—	—
2nd	+2	+3	0	0	Dark blessing, smite good 1/day	1	—	—	—
3rd	+3	+3	+1	+1	Command undead, aura of despair	1	0	—	—
4th	+4	+4	+1	+1	Sneak attack +1d6	1	1	—	—
5th	+5	+4	+1	+1	Fiendish servant, smite good 2/day	1	1	0	—
6th	+6	+5	+2	+2		1	1	1	—
7th	+7	+5	+2	+2	Sneak attack +2d6	2	1	1	0
8th	+8	+6	+2	+2		2	1	1	1
9th	+9	+6	+3	+3		2	2	1	1
10th	+10	+7	+3	+3	Sneak attack +3d6, smite good 3/day	2	2	2	1

Class Features

All of the following are class features of the blackguard prestige class.

Weapon and Armor Proficiency: Blackguards are proficient with all simple and martial weapons, with all types of armor, and with shields.

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the *detect evil* spell) is equal to his class level plus his cleric level, if any.

***Detect Good* (Sp):** At will, a blackguard can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Spells: A blackguard has the ability to cast a small number of divine spells. To cast a blackguard spell, a blackguard must have a Wisdom score of at least 10 + the spell's level, so a blackguard with a Wisdom of 10 or lower cannot cast these spells. Blackguard bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the blackguard's Wisdom modifier. When the blackguard gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 1st-level blackguard), he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The blackguard's spell list appears below. A blackguard has access to any spell on the list and can freely choose which to prepare, just as a cleric. A blackguard prepares and casts spells just as a cleric does (though a blackguard cannot spontaneously cast *cure* or *inflict* spells).

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. For example, a 9th-level blackguard armed with a longsword would deal 1d8+9 points of damage, plus any additional bonuses from high Strength or magical effects that normally apply. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

At 5th level, and again at 10th level, a blackguard may smite good one additional time per day.

Aura of Despair (Su): Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all saving throws.

Command Undead (Su): When a blackguard reaches 3rd level, he gains the supernatural ability to command and rebuke undead (see the *Player's Handbook*, page 159). He commands undead as would a cleric of two levels lower.

Sneak Attack (Ex): This ability, gained at 4th level, is like the rogue ability of the same name. The extra damage increases by +1d6 every third level beyond 4th (7th and 10th). If a blackguard gets a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

A blackguard

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Blackguard Spell List

Blackguards choose their spells from the following list:

1st Level: *cause fear, corrupt weapon, cure light wounds, doom, inflict light wounds, magic weapon, summon monster I**.

2nd Level: *bull's strength, cure moderate wounds, darkness, death knell, eagle's splendor, inflict moderate wounds, shatter, summon monster II**.

3rd Level: *contagion, cure serious wounds, deeper darkness, inflict serious wounds, protection from energy, summon monster III**.

4th Level: *cure critical wounds, freedom of movement, inflict critical wounds, poison, summon monster IV**.

* Evil creatures only.

Corrupt Weapon

Blackguards have access to a special spell, *corrupt weapon*, which is the opposing counterpart of the paladin spell *bless weapon* (see

page 205 of the *Player's Handbook*). Instead of improving a weapon's effectiveness against evil foes (as the paladin spell does), *corrupt weapon* makes a weapon more effective against good foes.

Fallen Paladins

Blackguards who have levels in the paladin class (that is to say, are now ex-paladins) gain extra abilities the more levels of paladin they have. Those who have tasted the light of goodness and justice and turned away make the foulest villains.

A fallen paladin who becomes a blackguard gains all of the following abilities that apply, according to the number of paladin levels the character has.

1–2: Smite good 1/day. (This is in addition to the ability granted to all blackguards at 2nd level, so that a fallen paladin blackguard can smite good a total of twice per day.)

3–4: Lay on hands. Once per day, the blackguard can use this supernatural ability to cure himself or his fiendish servant of damage equal to his Charisma bonus × his level.

5–6: Sneak attack damage increased by +1d6. Smite good 2/day.

7–8: Fiendish summoning. Once per day, the blackguard can use a *summon monster I* spell to call forth an evil creature. For this spell, the caster level is double the blackguard's class level.

9–10: Undead companion. In addition to the fiendish servant, the blackguard gains (at 5th level) a Medium skeleton or zombie of 2 HD or fewer as a companion. This companion cannot be turned or rebuked and gains all special bonuses as a fiendish servant when the blackguard gains levels. Smite good 3/day.

11 or more: Favored of the dark deities. Evil deities like nothing more than to see a pure heart corrupted, and thus a fallen paladin of this stature immediately gains a blackguard level for each level of paladin he trades in. For example, a character who has twelve levels of paladin can immediately become a 10th-level blackguard with all abilities if he chooses to lose ten levels of paladin. The character level of the character does not change. This, of course, is in every way a profitable trade for the evil character, since he has already lost most of the benefits he gained from having those paladin levels. However, with the loss of paladin levels, the character no longer gains as many extra abilities for being a fallen paladin. Thus, a fallen 15th-level paladin could become a 10th-level blackguard/5th-level paladin and gain the first three extra abilities on this chart because of the character's remaining five levels of paladin. Smite good 4/day.

The Blackguard's Fiendish Servant

Upon or after reaching 5th level, a blackguard can call a fiendish bat, cat, dire rat, horse, pony, raven, or toad to serve him. (See the *Monster Manual* for these creatures' basic statistics.) This creature may be used as a guardian (such as a bat), a helper (such as a cat), or a mount (such as a horse). The blackguard's servant further gains HD and special abilities based on the blackguard's character level (see the table).

A blackguard may have only one fiendish servant at a time. Should the blackguard's servant die, he may call for another one after a year and a day. The new fiendish servant has all the accumulated abilities due a servant of the blackguard's current level.

The abilities mentioned in the "Special" column of the accompanying table are described below.

Empathic Link (Su): The blackguard has an empathic link with his servant out to a distance of up to 1 mile. The blackguard cannot see through the servant's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content (such as fear, hunger, happiness, curiosity) can be communicated. Note that the low Intelligence of a low-level blackguard's fiendish servant limits what the creature is able to communicate or understand, and even intelligent servants see the world differently from humans, so misunderstandings are always possible.

Character Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
12th or lower	+2	+1	+1	6	Empathic link, improved evasion, share saving throws, share spells
13th–15th	+4	+3	+2	7	Speak with blackguard
16th–18th	+6	+5	+3	8	Blood bond
19th–20th	+8	+7	+4	9	Spell resistance

Character Level: The character level of the blackguard (his blackguard level plus his original class level).

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the servant's base attack and base save bonuses, as normal.

Natural Armor Adj.: This is an improvement to the servant's existing natural armor bonus.

Str Adj.: Add this figure to the servant's Strength score.

Int: The servant's Intelligence score. (A fiendish servant is smarter than normal animals of its kind.)

Because of the empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.

Improved Evasion (Ex): If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

Share Saving Throws: For each of its saving throws, the servant uses either its own base save bonus or the blackguard's, whichever is higher. The servant applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the blackguard might have (such as from magic items or feats).

Share Spells: At the blackguard's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his servant. The servant must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. A blackguard and his servant can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).

Speak with Blackguard (Ex): If the blackguard's character level is 13th or higher, the blackguard and servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Blood Bond (Ex): If the blackguard's character level is 16th or higher, the servant gains a +2 bonus on all attack rolls, checks, and saves if it witnesses the blackguard being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance (Ex): If the blackguard's character level is 19th or higher, the servant gains spell resistance equal to the blackguard's level + 5. To affect the servant with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the servant's spell resistance.

DRAGON DISCIPLE

It is known that certain dragons can take humanoid form and even have humanoid lovers. Sometimes a child is born of this union, and every child of that child unto the thousandth generation claims a bit of dragon blood, be it ever so small. Usually, little comes of it, though mighty sorcerers occasionally credit their powers to draconic heritage. For some, however, dragon blood beckons irresistibly. These characters become dragon disciples, who use their magical power as a catalyst to ignite their dragon blood, realizing its fullest potential.

Dragon disciples prefer a life of exploration to a cloistered existence. Most are barbarians, fighters, or rangers who have dabbled as sorcerers or bards. Occasionally, a serious spellcaster explores the path to further a goal of finding out more about his draconic heritage, though at the expense of most of his arcane studies. Clerics and druids rarely choose to become dragon disciples. Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage. All dragon disciples are drawn to areas known to harbor dragons.

Hit Die: d12.

Requirements

To qualify to become a dragon disciple, a character must fulfill all the following criteria.

Race: Any nondragon (cannot already be a half-dragon).

Skills: Knowledge (arcana) 8 ranks.

Languages: Draconic.

Spellcasting: Ability to cast arcane spells without preparation.

Special: The player chooses a dragon variety when taking the first level in this prestige class, subject to the DM's approval.

A dragon disciple

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Class Skills

The dragon disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the dragon disciple prestige class.

Weapon and Armor Proficiency: Dragon disciples gain no proficiency with any weapon or armor.

Bonus Spells: Dragon disciples gain bonus spells as they gain levels in this prestige class, as if from having a high ability score, as given on Table 6–7. A bonus spell can be added to any level of spells the disciple already has the ability to cast.

If a character has more than one spellcasting class, he must decide to which class he adds each bonus spell as it is gained. Once a bonus spell has been applied, it cannot be shifted.

Natural Armor Increase (Ex): At 1st, 4th, and 7th level, a dragon disciple becomes more draconic in appearance. His skin develops tiny iridescent scales, nearly invisible at first but becoming more noticeable at higher levels. This provides an increase to the character's existing natural armor (if any), as indicated on Table 6–7 (the numbers represent the total increase gained to that point). As his skin thickens, a dragon disciple takes on more and more of his progenitor's physical aspect.

Claws and Bite (Ex): At 2nd level, a dragon disciple gains claw and bite attacks if he does not already have them. Use the values above or the disciple's base claw and bite damage values, whichever are greater.

Size	Bite Damage	Claw Damage
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6

A dragon disciple is considered proficient with these attacks. When making a full attack, a dragon disciple uses his full base attack bonus with his bite attack but takes a –5 penalty on claw attacks. The Multiattack feat (see page 304 of the *Monster Manual*) reduces this penalty to only –2.

Ability Boost (Ex): As a dragon disciple gains levels in this prestige class, his ability scores increase as noted on Table 6–7. These increases stack and are gained as if through level advancement.

Table 6–7: The Dragon Disciple

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1st	+0	+2	+0	+2	Natural armor increase (+1)	1
2nd	+1	+3	+0	+3	Ability boost (Str +2), claws and bite	1
3rd	+2	+3	+1	+3	Breath weapon (2d8)	0
4th	+3	+4	+1	+4	Ability boost (Str +2), natural armor increase (+2)	1
5th	+3	+4	+1	+4	Blindsense 30 ft.	1
6th	+4	+5	+2	+5	Ability boost (Con +2)	1
7th	+5	+5	+2	+5	Breath weapon (4d8), natural armor increase (+3)	0
8th	+6	+6	+2	+6	Ability boost (Int +2)	1
9th	+6	+6	+3	+6	Wings	1
10th	+7	+7	+3	+7	Blindsense 60 ft., dragon apotheosis	0

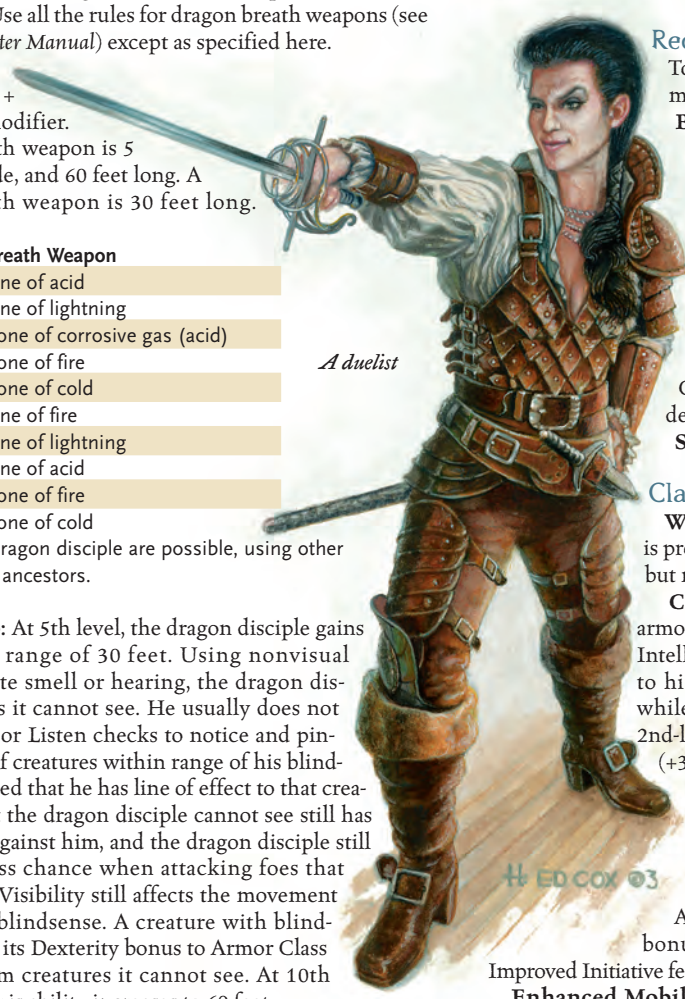
Breath Weapon (Su): At 3rd level, a dragon disciple gains a minor breath weapon, derived from his draconic ancestor. The type and shape depend on the dragon variety whose heritage he enjoys (see below). Regardless of the ancestor, the breath weapon deals 2d8 points of damage of the appropriate energy type.

At 7th level, the damage increases to 4d8, and when a disciple attains dragon apotheosis at 10th level it reaches its full power at 6d8. Regardless of its strength, the breath weapon can be used only once per day. Use all the rules for dragon breath weapons (see page 69 of the *Monster Manual*) except as specified here.

The DC of the breath weapon is 10 + class level + Con modifier. A line-shaped breath weapon is 5 feet high, 5 feet wide, and 60 feet long. A cone-shaped breath weapon is 30 feet long.

Dragon Variety*	Breath Weapon
Black	Line of acid
Blue	Line of lightning
Green	Cone of corrosive gas (acid)
Red	Cone of fire
White	Cone of cold
Brass	Line of fire
Bronze	Line of lightning
Copper	Line of acid
Gold	Cone of fire
Silver	Cone of cold

* Other varieties of dragon disciple are possible, using other dragon varieties as ancestors.



A duelist

Blindsense (Ex): At 5th level, the dragon disciple gains blindsense with a range of 30 feet. Using nonvisual senses, such as acute smell or hearing, the dragon disciple notices things it cannot see. He usually does not need to make Spot or Listen checks to notice and pinpoint the location of creatures within range of his blindsense ability, provided that he has line of effect to that creature. Any opponent the dragon disciple cannot see still has total concealment against him, and the dragon disciple still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. At 10th level, the range of this ability increases to 60 feet.

Wings (Ex): At 9th level, a dragon disciple grows a set of draconic wings. He may now fly at a speed equal to his normal land speed, with average maneuverability.

Dragon Apotheosis: At 10th level, a dragon disciple fully realizes his draconic heritage and takes on the half-dragon template (see page 146 of the *Monster Manual*). His breath weapon reaches full strength (as noted above), and he gains +4 to Strength and +2 to Charisma. His natural armor bonus increases to +4, and he acquires low-light vision, 60-foot darkvision, immunity to *sleep* and paralysis effects, and immunity to the energy type used by his breath weapon (see above).

DUELIST

The duelist (sometimes known as the swashbuckler) is a nimble, intelligent fighter trained in making precise attacks with light weapons, such as the rapier. He always takes full advantage of his quick reflexes and wits in a fight. Rather than wearing bulky armor, a duelist feels the best way to protect himself is not to get hit at all.

Duelists are most often fighters or rangers, but almost as often are rogues or bards. Wizards, sorcerers, and monks make surprisingly good duelists due to those classes' lack of reliance on armor. They benefit greatly from the weapon skill the duelist offers. Some paladins and barbarians who deviate a good deal from their archetypes become duelists.

NPC duelists are usually loners looking for adventure or a get-rich-quick scheme. Occasionally they work in small, tight-knit groups, fighting with team-based tactics.

Hit Die: d10.

Requirements

To qualify to become a duelist, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Perform 3 ranks, Tumble 5 ranks.

Feats: Dodge, Mobility, Weapon Finesse.

Class Skills

The duelist's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Jump (Str), Listen (Wis), Perform (Cha), Sense Motive (Wis), Spot (Wis), and Tumble (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: The duelist is proficient with all simple and martial weapons, but no type of armor or shield.

Canny Defense (Ex): When not wearing armor or using a shield, a duelist adds 1 point of Intelligence bonus (if any) per duelist class level to his Dexterity bonus to modify Armor Class while wielding a melee weapon. For instance, a 2nd-level duelist with an Intelligence score of 16 (+3 bonus) can add +2 to his Armor Class. If a duelist is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

Improved Reaction (Ex): At 2nd level, a duelist gains a +2 bonus on initiative checks. At 8th level, the bonus increases to +4. This bonus stacks with the benefit provided by the Improved Initiative feat.

Enhanced Mobility (Ex): When wearing no armor and not using a shield, a duelist gains an additional +4 bonus to AC against attacks of opportunity caused when he moves out of a threatened square.

Grace (Ex): At 4th level, a duelist gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for a duelist only when he is wearing no armor and not using a shield.

Table 6–8: The Duelist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Canny defense
2nd	+2	+0	+3	+0	Improved reaction +2
3rd	+3	+1	+3	+1	Enhanced mobility
4th	+4	+1	+4	+1	Grace
5th	+5	+1	+4	+1	Precise strike +1d6
6th	+6	+2	+5	+2	Acrobatic charge
7th	+7	+2	+5	+2	Elaborate parry
8th	+8	+2	+6	+2	Improved reaction +4
9th	+9	+3	+6	+3	Deflect Arrows
10th	+10	+3	+7	+3	Precise strike +2d6

Illus. by E. Cox

Precise Strike (Ex): At 5th level, a duelist gains the ability to strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to his normal damage roll. When making a precise strike, a duelist cannot attack with a weapon in his other hand or use a shield. A duelist's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from a precise strike. At 10th level, the extra damage on a precise strike increases to +2d6.

Acrobatic Charge (Ex): At 6th level, a duelist gains the ability to charge in situations where others cannot. He may charge over difficult terrain that would slow movement. This enables him to run down steep stairs, leap down from a balcony, or to tumble over tables to get to his charge target. Depending on the circumstance, he may still need to make appropriate checks (Jump or Tumble for example) to successfully move over the terrain.

Elaborate Parry (Ex): At 7th level and higher, if a duelist chooses to fight defensively or use total defense in melee combat, he gains an additional +1 dodge bonus to AC for each level of duelist he has.

Deflect Arrows: At 9th level, a duelist gains the benefit of the Deflect Arrows feat (see page 93 of the *Player's Handbook*) when using a light or one-handed piercing weapon.

A dwarven defender

Illus. by A. Swekel

DWARVEN DEFENDER

The defender is a sponsored champion of a dwarven cause, a dwarf aristocrat, a dwarven deity, or the dwarven way of life. As the name might imply, this character is a skilled combatant trained in the arts of defense. A line of dwarven defenders is a far better defense than a 10-foot-thick wall of stone, and much more dangerous.

Most dwarven defenders are fighters, paladins, rangers, or clerics, although ex-barbarians, sorcerers, wizards, and druids can certainly all benefit from the defensive capabilities of this prestige class. Rogues, bards, and monks usually depend too heavily on mobility to use the abilities of the dwarven defender class to their fullest.

NPC dwarven defenders are usually soldiers in a dwarven citadel, segregated into their own units separate from regular warriors or fighters. Occasionally a lone, wandering dwarven defender can be encountered on some mission, although he usually guards his words so closely that it's difficult to learn what his quest actually entails.

Hit Die: d12.

Requirements

To qualify to become a defender, a character must fulfill all the following criteria.

Race: Dwarf.
Alignment: Any lawful.
Base Attack Bonus: +7.
Feats: Dodge, Endurance, Toughness.

Class Skills

The defender's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the dwarven defender prestige class.

AC Bonus (Ex): The dwarven defender receives a dodge bonus to Armor Class that starts at +1 and improves as the defender gains levels, until it reaches +4 at 10th level.

Weapon and Armor Proficiency: A dwarven defender is proficient with all simple and martial weapons, all types of armor, and shields.

Defensive Stance: When he needs to, a defender can become a stalwart bastion of defense. In this defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC.

The increase in Constitution increases the defender's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position, such as Move Silently or Jump. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A defender may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the defender is winded and takes a –2 penalty to Strength for the duration of that encounter. A defender can only use his defensive stance a certain number of times per day as determined by his level (see Table 6–9). Using the defensive stance takes no time itself, but a defender can only do so during his action. (A defender can't, for example, use the stance when struck down by an arrow in order to get the extra hit points from the increased Constitution.)

Uncanny Dodge (Ex): Starting at 2nd level, a dwarven defender gains the extraordinary ability to react to danger before

Table 6–9: The Dwarven Defender

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+1	+2	+0	+2	+1	Defensive stance 1/day
2nd	+2	+3	+0	+3	+1	Uncanny dodge
3rd	+3	+3	+1	+3	+1	Defensive stance 2/day
4th	+4	+4	+1	+4	+2	Trap sense +1
5th	+5	+4	+1	+4	+2	Defensive stance 3/day
6th	+6	+5	+2	+5	+2	Damage reduction 3/–, improved uncanny dodge
7th	+7	+5	+2	+5	+3	Defensive stance 4/day
8th	+8	+6	+2	+6	+3	Mobile defense, trap sense +2
9th	+9	+6	+3	+6	+3	Defensive stance 5/day
10th	+10	+7	+3	+7	+4	Damage reduction 6/–

his senses would normally allow him to even be aware of it. At 2nd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class (such as rogue), the character automatically gains improved uncanny dodge (see below).

Trap Sense (Ex): At 4th level, a dwarven defender gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 8th level, these bonuses rise to +2. These bonuses stack with trap sense bonuses gained from other classes.

Damage Reduction (Ex): At 6th level, a dwarven defender gains the ability to shrug off some amount of injury from each blow or attack. Subtract 3 points from the damage the dwarven defender takes each time he is dealt damage. At 10th level, this damage reduction rises to 6/–. Damage reduction can reduce damage to 0 but not below 0. (That is, the defender cannot actually gain hit points in this manner.)

Improved Uncanny Dodge (Ex): At 6th level, a dwarven defender can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the dwarven defender. The exception to this defense is that a rogue at least four levels higher than the dwarven defender can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class (such as rogue), the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Mobile Defense (Ex): At 8th level, a dwarven defender can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

Eldritch Knight

Studying the martial and arcane arts to equal degree, the eldritch knight is a versatile combatant who can cast a *fireball* on his foes or charge them with sword drawn. The eldritch knight takes pride in his ability to use the right technique for the job: spells against physically tough foes and force of arms against spellcasting enemies.

Eldritch knights split their time between physical training to become better soldiers and arcane study to learn more powerful spells. They tend to be driven individuals, because simultaneously perfecting their spellcasting and combat prowess requires immense time and effort. Eldritch knights are never truly at home among arcane spellcasters or elite soldiers, so many drift from wizard school to mercenary unit to band of adventurers.

An eldritch knight

Every would-be eldritch knight must demonstrate both skill with a broad array of weapons and mastery of the basics of arcane spellcasting. Thus, almost all eldritch knights are multiclass characters already, with fighter/wizard the most common combination. A few eldritch knights were once bards, and even paladin/sorcerers aren't unheard of. Eldritch knights can be found wherever there's a good fight or the promise of arcane lore. They find higher-level fighters and wizards particularly interesting, and some eldritch knights apprentice themselves for a time to learn the finer points of arcane technique or weapons prowess.

Hit Die: d6.

Table 6–10: The Eldritch Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	+1 level of existing arcane spellcasting class
3rd	+3	+3	+1	+1	+1 level of existing arcane spellcasting class
4th	+4	+4	+1	+1	+1 level of existing arcane spellcasting class
5th	+5	+4	+1	+1	+1 level of existing arcane spellcasting class
6th	+6	+5	+2	+2	+1 level of existing arcane spellcasting class
7th	+7	+5	+2	+2	+1 level of existing arcane spellcasting class
8th	+8	+6	+2	+2	+1 level of existing arcane spellcasting class
9th	+9	+6	+3	+3	+1 level of existing arcane spellcasting class
10th	+10	+7	+3	+3	+1 level of existing arcane spellcasting class

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Requirements

To qualify to become an eldritch knight, a character must fulfill all the following criteria.

Weapon Proficiency: Must be proficient with all martial weapons.

Spells: Able to cast 3rd-level arcane spells.

Class Skills

The eldritch knight's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Jump (Str), Knowledge (arcana) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the eldritch knight prestige class.

Weapon and Armor Proficiency: Eldritch knights gain no proficiency with any weapon or armor.

Bonus Feat: At 1st level, an eldritch knight may choose a bonus feat from the list of feats available to fighters. This is in addition to the feats that a character of any class normally gets every three levels. The character must still meet any prerequisites for these bonus feats, including four levels of fighter for the Weapon Specialization feat.

Spells per Day: From 2nd level on, when a new eldritch knight level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of eldritch knight to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became an eldritch knight, he must decide to which class he adds each level of eldritch knight for the purpose of determining spells per day.

HIEROPHANT

A divine spellcaster who rises high in the service of his deity gains access to spells and abilities of which lesser faithful can only dream. The hierophant prestige class is open to powerful divine spellcasters who are approaching access to the strongest and most difficult divine spells. They delay the acquisition of these greatest gifts in exchange for a deeper understanding of and ability to control the power they channel.

Most hierophants were clerics or druids. Some may have pursued another divine spellcasting-focused prestige class. Hierophants rarely multiclass into non-spellcasting classes.

Hierophants are usually high-ranking members of a church or druidic circle. Most are exemplary representatives of their faith.

Hit Die: d8.

Requirements

To qualify to become a hierophant, a character must fulfill all the following criteria.

Skills: Knowledge (religion) or Knowledge (nature) 15 ranks.

Feats: Any metamagic feat.

Spells: Able to cast 7th-level divine spells.

Class Skills

The hierophant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the hierophant prestige class.

Weapon and Armor Proficiency: Hierophants gain no proficiency with any weapon or armor.

Spells and Caster Level: Levels in the hierophant prestige class, even though they do not advance spell progression in the character's standard class, still stack with the character's base spellcasting levels to determine caster level.

Special Ability: Every level, a hierophant gains a special ability of his choice from among the following.

Blast Infidel (Su): A hierophant can use negative energy spells to their maximum effect on creatures with an alignment opposed to the hierophant. (See the table below for a list of which alignments are opposed to each alignment.) Any spell with a description that involves inflicting or channeling negative energy (*inflict* spells, *mass inflict light wounds*, *harm*) cast on a creature of the opposed alignment works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the maximized amount of damage.

Hierophant Alignment	Opposed Alignment
Lawful good	Chaotic evil
Neutral good	Neutral evil
Chaotic good	Lawful evil
Lawful neutral	Chaotic neutral
Neutral	Lawful good, chaotic good, lawful evil, chaotic evil*
Chaotic neutral	Lawful neutral
Lawful evil	Chaotic good
Neutral evil	Neutral good
Chaotic evil	Lawful good

* A neutral hierophant chooses one of these alignments to be the one that he opposes, for the purposes of this special ability.

Divine Reach (Su): A hierophant with this ability can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead. Divine reach can be selected a second time as a special ability, in which case the range increases to 60 feet.

Faith Healing (Su): A hierophant can use healing spells to their maximum effect on creatures of the same alignment as the hierophant (including the hierophant himself). Any spell of the healing subschool cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot).

Gift of the Divine (Su): Available only to hierophants with cleric levels, this ability allows a hierophant to transfer one or more uses of his turn undead ability to a willing creature. (Hierophants who rebuke undead transfer uses of rebuke undead instead.) The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the hierophant is reduced by the number transferred. The recipient turns undead as a cleric of the hierophant's cleric level but uses his own Charisma modifier.

Mastery of Energy (Su): Available only to hierophants with cleric levels, this ability allows a hierophant to channel positive or negative energy much more effectively, increasing his ability to affect undead. Add a +4 bonus to the hierophant's turning checks and turning damage rolls. This ability only affects undead, even if the hierophant can turn other creatures, such as with a granted power of a domain.

Metamagic Feat: A hierophant can choose a metamagic feat in place of one of the special abilities described here if desired.

Power of Nature (Su): Available only to hierophants with druid levels, this ability allows a hierophant to temporarily transfer one or more of his druid class features to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the hierophant cannot use the transferred power. He can transfer any of his druid powers except spellcasting and the ability to have an animal companion.

The druid's wild shape ability can be partially or completely transferred. For example, a hierophant may transfer the ability to use wild shape once per day to the recipient and retain the rest of his uses for himself. If the hierophant can assume the form of Tiny or Huge animals, the recipient can as well.

As with the *imbue with spell ability* spell, the hierophant remains responsible to his deity for any use to which the recipient puts the transferred abilities.

Spell Power: This special ability increases a hierophant's effective caster level by 1 for purposes of determining level-dependent spell variables (such as damage or range) and for caster level checks. This ability can be selected more than once, and changes to effective caster level are cumulative.

Spell-Like Ability: A hierophant who selects this special ability can use one of his divine spell slots to permanently prepare one of his divine spells as a spell-like ability that can be used twice per day. The hierophant does not use any components when casting the spell, although a spell that costs XP to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in XP.

The spell normally uses a spell slot of the spell's level (or higher, if the hierophant chooses to permanently attach a metamagic feat to the spell chosen). The hierophant can use an available higher-level spell slot to use the spell-like ability more than once per day. Allocating a slot three levels higher allows him to cast the spell four times per day, and a slot six levels higher lets him cast it six times per day. For example, Lonafin the hierophant wants to be able to create undead whenever he has the opportunity, so he permanently uses a 9th-level spell slot to get *animate dead* as a spell-like ability usable six times per day.

If selected more than one time as a special ability, this ability can apply to the same spell (increasing the number of times per day it can be used) or to a different spell.

Table 6–11: The Hierophant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Special ability
2nd	+1	+3	+0	+3	Special ability
3rd	+1	+3	+1	+3	Special ability
4th	+2	+4	+1	+4	Special ability
5th	+2	+4	+1	+4	Special ability

A hierophant

Horizon Walker

The horizon walker is an unceasing traveler to the universe's most dangerous places. As his journeys take him from place to place, he adapts to become one with his environment. In time, he develops a mystic connection with the ground beneath him. But he is by no means tied to a particular place; his restless feet are ever leading him toward the horizon, to new adventures.

Horizon walkers tend to be hard to surprise or impress, because they've seen so many wonders during their travels. It's common for a horizon walker to have an outward attitude of "been there, done that." But horizon walkers are gripped by an unquenchable wanderlust, so they're always in the midst of a journey or planning their next one. As they travel, horizon walkers develop a magical resonance with the terrain that surrounds them, making them unparalleled guides and scouts. And they're formidable foes when their travels take them into danger, able to use the terrain they know so well to good advantage.

Rangers and bards take up the path of the horizon walker more often than other characters, but that's more because they appreciate the wanderer's life, not because the path of the horizon walker is particularly specialized. A fair number of horizon walkers were barbarians who strayed from their native lands or rogues who found their skills useful on the road. Occasionally a druid will adopt the prestige class, though most are loath to do so because they sacrifice their spellcasting advancement.

You'll find horizon walkers on the road, or in places so forbidding that roads don't exist. They rarely stay in one place for long, and they're eager to launch a new expedition—the more exotic and remote the destination, the better.

Hit Die: d8.

Requirements

To qualify to become a horizon walker, a character must fulfill all the following criteria.

Skills: Knowledge (geography) 8 ranks.

Feats: Endurance.

Class Skills

The horizon walker's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (geography) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Speak Language (none), Spot (Wis), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the horizon walker prestige class.

Weapon and Armor Proficiency: Horizon walkers gain no proficiency with any weapon or armor.

Illus. by B. Snoddy

Terrain Mastery: As horizon walkers travel, they gain a mystical connection with the very ground they walk on. At each level, they add a new terrain environment to their repertoire from those given below. Terrain mastery gives a horizon walker a bonus on checks involving a skill useful in that terrain, or some other appropriate benefit. A horizon walker also knows how to fight dangerous creatures typically found in that terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions (see the *Monster Manual*). The horizon walker only gains the bonus if the *Monster Manual* description specifically lists the terrain type.

Horizon walkers take their terrain mastery with them wherever they go. They retain their terrain mastery bonuses on skill checks, attack rolls, and damage rolls whether they're actually in the relevant terrain or not. For example, a horizon walker who has selected desert terrain mastery is immune to fatigue even if he's underground, in the mountains, or in a city.

Planar Terrain Mastery: Eventually a horizon walker's familiarity with terrain extends to his journeys to other planes of existence. Planar terrain mastery functions just like terrain mastery, except that the horizon walker can choose one of the planar categories at each level. The horizon walker can take a nonplanar terrain type instead, if he wishes.

Terrain Mastery Benefits

Aquatic: You are naturally at home in the water, gaining a +4 competence bonus on Swim checks, or a +10-foot bonus to your swim speed if you have one. You gain a +1 insight bonus on attack and damage rolls against aquatic creatures.

Desert: You have endured where others perish, so you're good at conserving your body's resources. You resist effects that tire you. You are immune to fatigue, and anything that would cause you to become exhausted makes you fatigued instead. You gain a +1 insight bonus on attack and damage rolls against desert creatures.

Forest: You have an instinctive sense of camouflage from your time among the trees, granting you a +4 competence bonus on Hide checks. You gain a +1 insight bonus on attack and damage rolls against forest creatures.

A horizon walker

Illus. by J&L. Lakey

Hills: The faintest echoes find their way to your ears, granting you a +4 competence bonus on Listen checks. You gain a +1 insight bonus on attack and damage rolls against hills creatures.

Marsh: You have learned to be quieter than the whispering rushes; your mystic connection to the marsh grants you a +4 competence bonus on Move Silently checks. You gain a +1 insight bonus on attack and damage rolls against marsh creatures.

Mountains: You naturally cling to surfaces others fall from. You gain a +4 competence bonus on Climb checks, or a +10-foot bonus to your climb speed if you have one. You gain a +1 insight bonus on attack and damage rolls against mountain creatures.

Plains: The wide-open spaces have sharpened your eyes, granting you a +4 competence bonus on Spot checks. You gain a +1 insight bonus on attack and damage rolls against plains creatures.

Underground: You have magically adapted to your time in the dark. You have 60-foot darkvision, or 120-foot darkvision if you already had darkvision from another source. You gain a +1 insight bonus on attack and damage rolls against underground creatures.

Fiery (Planar): This kind of planar terrain mastery provides you with resistance to fire 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the fire subtype.

Weightless (Planar): You gain a +30-foot bonus to your fly speed on planes with no gravity or subjective gravity, such as the Astral Plane or the Elemental Plane of Air (see Chapter 5). You gain a +1 insight on attack and damage rolls against creatures native to the Astral Plane, the Elemental Plane of Air, and the Ethereal Plane, such as githyanki and air elementals. (A creature native to a particular plane has this fact designated in its Environment entry in the *Monster Manual*.)

Cold (Planar): This kind of planar terrain mastery provides you with resistance to cold 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the cold subtype.

Shifting (Planar): You have the supernatural ability to use the ever-shifting nature of planes such as Limbo and the Plane of Shadow to travel faster. You instinctively anticipate shifts in the reality of the plane that bring you closer to your destination, giving you the spell-like ability to use *dimension door* (as the spell cast at your character level) once every 1d4 rounds. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals native to a shifting plane, such as slaadi and shadow mastiffs.

Aligned (Planar): You have the instinctive ability to mimic the dominant alignment of the plane. You incur none of the penalties for having an alignment at odds with that of the plane, and spells and abilities that harm those of the opposite alignment (such as *unholy blight*) don't affect you. You have the dominant alignment of the plane with regard to magic, but your behavior and any alignment-related class features you have are unaffected.

Cavernous (Planar): You gain tremorsense with a 30-foot range.

Table 6–12: The Horizon Walker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Terrain mastery
2nd	+2	+3	+0	+0	Terrain mastery
3rd	+3	+3	+1	+1	Terrain mastery
4th	+4	+4	+1	+1	Terrain mastery
5th	+5	+4	+1	+1	Terrain mastery
6th	+6	+5	+2	+2	Planar terrain mastery
7th	+7	+5	+2	+2	Planar terrain mastery
8th	+8	+6	+2	+2	Planar terrain mastery
9th	+9	+6	+3	+3	Planar terrain mastery
10th	+10	+7	+3	+3	Planar terrain mastery

Other (Planar): If your campaign uses planes you have invented yourself (see Creating a Cosmology, page 167), you should design additional planar terrains. A plane composed entirely of an immense black spiderweb suspended over a roiling ocean of insectoid vermin, for example, might have a +4 competence bonus on Balance checks and a +4 bonus on Fortitude saves against poison as the benefit for planar terrain mastery.

LOREMASTER

Loremasters are spellcasters who concentrate on knowledge, valuing lore and secrets over gold. They uncover secrets that they then use to better themselves mentally, physically, and spiritually.

Characters without at least one level of wizard, sorcerer, cleric, or druid gain little benefit for becoming a loremaster. Paladins, rangers, and bards might gain some benefit, but overall, it would be minor.

Loremasters sometimes gather in secluded cabals but are more often found as members of an order attached to a university, a library, or some other source of information. They're likely to earn extra money as sages and information brokers, pouring their wages into their own research. A loremaster might also adopt a position as a wise one in a community, or even as its leader, drawing upon his knowledge to help others.

Hit Die: d4.

Requirements

To qualify to become a loremaster, a character must fulfill all the following criteria.

Skills: Knowledge (any two) 10 ranks in each.

Feats: Any three metamagic or item creation feats, plus Skill Focus (Knowledge [any individual Knowledge skill]).

Spells: Able to cast seven different divination spells, one of which must be 3rd level or higher.

Class Skills

The loremaster's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Gather Information (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Speak Language, Spellcraft (Int), and Use Magic Device (Cha). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

A loremaster

Class Features

All of the following are class features of the loremaster prestige class.

Weapon and Armor Proficiency: Loremasters gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: A loremaster continues training in magic as well as his field of research. Thus, when a new loremaster level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of loremaster to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Secret: In their studies, loremasters stumble upon all sorts of applicable knowledge and secrets. At 1st level and every two levels higher than 1st (3rd, 5th, 7th, and 9th), the loremaster chooses one secret from the table on the next page. His level plus Intelligence modifier determines the secrets he can choose from. He can't choose the same secret twice.

Lore: Loremasters gather knowledge. At 2nd level, a loremaster gains the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge. The loremaster adds her level and her Intelligence modifier to the lore check. See page 28 of the *Player's Handbook* for more information on bardic knowledge.

Bonus Languages: Loremasters, in their laborious studies, learn new languages in order to access more knowledge. A loremaster can choose any new language at 4th and 8th level.

Table 6–13: The Loremaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Secret	+1 level of existing class
2nd	+1	+0	+0	+3	Lore	+1 level of existing class
3rd	+1	+1	+1	+3	Secret	+1 level of existing class
4th	+2	+1	+1	+4	Bonus language	+1 level of existing class
5th	+2	+1	+1	+4	Secret	+1 level of existing class
6th	+3	+2	+2	+5	Greater lore	+1 level of existing class
7th	+3	+2	+2	+5	Secret	+1 level of existing class
8th	+4	+2	+2	+6	Bonus language	+1 level of existing class
9th	+4	+3	+3	+6	Secret	+1 level of existing class
10th	+5	+3	+3	+7	True lore	+1 level of existing class

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Greater Lore (Ex): At 6th level, a loremaster gains the ability to understand magic items, as with the *identify* spell.

True Lore (Ex): At 10th level, once per day a loremaster can use his knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell.

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A mystic theurge

Loremaster Secrets

Level + Int Modifier	Secret	Effect
1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Secret health	+3 hit points
3	Secrets of inner strength	+2 bonus on Will saves
4	The lore of true stamina	+2 bonus on Fortitude saves
5	Secret knowledge of avoidance	+2 bonus on Reflex saves
6	Weapon trick	+1 bonus on attack rolls
7	Dodge trick	+1 dodge bonus to AC
8	Applicable knowledge	Any one feat
9	Newfound arcana	1 bonus 1st-level spell*
10	More newfound arcana	1 bonus 2nd-level spell*

* As if gained through having a high ability score.

MYSTIC THEURGE

Blurring the line between divine and arcane, mystic theurges draw power from divine sources and musty tomes alike. While most spellcasters choose one path to magical power, mystic theurges walk two roads at once, simultaneously mastering spells common to clerics and wizards.

Mystic theurges have unparalleled diversity of spells. In time, a mystic theurge can cast almost any spell in the *Player's Handbook*. While a mystic theurge doesn't have the uninterrupted spell advancement that a cleric, wizard, or sorcerer has, he makes up for this with versatility. Mystic theurges are often obsessed with magical lore, traveling to the ends of the earth to learn some new arcane secret or divine insight.

Because a mystic theurge casts both arcane and divine spells, all members of this class are multiclass spellcasters. Cleric/sorcerers and cleric/wizards are the most common mystic theurges, with druid/sorcerers more rare and druid/wizards almost unheard of.

Mystic theurges tend to be fascinated with magic in whatever form it takes. They're always on the hunt for powerful magic items and new arcane spells. Those mystic theurges who worship a deity use the power of their spellcasting to further their deity's agenda.

Hit Die: d4.

Requirements

To qualify to become a mystic theurge, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks.

Spells: Able to cast 2nd-level divine spells and 2nd-level arcane spells.

Class Skills

The mystic theurge's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the mystic theurge prestige class.

Weapon and Armor Proficiency: Mystic theurges gain no proficiency with any weapon or armor.

Spells per Day: When a new mystic theurge level is gained, the character gains new spells per day as if he had also gained a level in any one arcane spellcasting class he belonged to before he added the prestige class and any one divine spellcasting class he belonged to previously. He does not, however, gain any other ben-

Table 6–14: The Mystic Theurge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day
1st	+0	+0	+0	+2	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
7th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
8th	+4	+2	+2	+6	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class

efit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of mystic theurge to the level of whatever other arcane spellcasting class and divine spellcasting class the character has, then determines spells per day and caster level accordingly.

For example, a 3rd-level cleric/3rd-level wizard who takes a level in mystic theurge has the same access to spells as a 4th-level cleric and a 4th-level wizard. But he continues to turn undead as a 3rd-level cleric, and his wizard familiar won't gain any new abilities.

If a character had more than one arcane spellcasting class or more than one divine spellcasting class before he became a mystic theurge, he must decide to which class he adds each level of mystic theurge for the purpose of determining spells per day.

RED WIZARD

The Red Wizards are the masters of Thay, the would-be magical overlords of the land of Faerûn (in the Forgotten Realms® campaign setting). They focus on a school of magic more intently than any specialist, achieving incredible mastery of magic within a very narrow focus. Seen as cruel and evil tyrants by people across the world of Toril, a few choose to leave their region, assume secret identities, and practice magic without having to worry about political alliances and possible slave uprisings.

Early in their careers, would-be Red Wizards specialize in a school of magic and acquire the Tattoo Focus feat that prepares them for entry into the Red Wizard prestige class. All Red Wizards have some skill as a specialist wizard, and most follow that path exclusively, but a few dabble in other sorts of learning (such as combat or divine magic). While it is possible for a sorcerer or bard to become a Red Wizard, such misfits are ridiculed in their homeland and are incredibly rare.

Hit Die: d4.

Requirements

To qualify to become a Red Wizard, a character must fulfill all the following criteria.

Race: Human from Thay.

Alignment: Any nongood.

Skills: Spellcraft 8 ranks.

Feats: Tattoo Focus (see New Features of the Red Wizard, below) plus a total of three metamagic feats or item creation feats.

Spells: Able to cast 3rd-level arcane spells.

Class Skills

The Red Wizard's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the Red Wizard prestige class.

Weapon and Armor Proficiency: Red Wizards gain no proficiency with any weapon or armor.

Spells per Day: A Red Wizard's training focuses on arcane spells. Thus, when a new Red Wizard level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of Red Wizard to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became a Red Wizard, he must decide to which class he adds each level of Red Wizard for the purpose of determining spells per day.

Enhanced Specialization: Upon becoming a Red Wizard, a character increases his devotion to his wizard school of specialization. In exchange for this, the Red Wizard must sacrifice study in one or more schools. The Red Wizard must choose an additional prohibited school or schools using the rules in the *Player's Handbook*. He can never again learn spells from those prohibited schools. He cannot choose the same prohibited schools he chose as

Table 6–15: The Red Wizard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Enhanced specialization, specialist defense +1	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Spell power +1	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Specialist defense +2	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Spell power +2	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Bonus feat, circle leader	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Spell power +3	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Specialist defense +3, scribe tattoo	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Spell power +4	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Specialist defense +4	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Great circle leader, spell power +5	+1 level of existing arcane spellcasting class

a 1st-level wizard. He can still use the prohibited spells he knew prior to becoming a Red Wizard, including using items that are activated by spell completion or spell trigger.

For example, Ghorus Toth is specialized in the school of transmutation. His prohibited schools are abjuration and enchantment. When he becomes a Red Wizard, he must choose one other prohibited school. He decides to select conjuration as his additional prohibited school.

Specialist Defense: A Red Wizard gains a bonus on saving throws against spells from his specialist school. This bonus starts at +1 and increases at higher levels, as shown on Table 6–15.

Spell Power: At 2nd level, a Red Wizard gains a bonus that increases his effective caster level for purposes of determining level-dependent spell variables and for caster level checks. The bonus starts at +1 and increases at higher levels, as shown on Table 6–15. This ability stacks with other spell power benefits that affect spells from the Red Wizard's specialist school.

Bonus Feat: At 5th level, a Red Wizard gains a bonus feat, which must be either an item creation feat, a metamagic feat, or the Spell Mastery feat.

Circle Leader: At 5th level, a Red Wizard gains the ability to become a circle leader, who is the focus person for Red Wizard circle magic (see New Features of the Red Wizard, below).

Scribe Tattoo: At 7th level, a Red Wizard gains the ability to place the Thayan wizards' magic tattoos upon willing and qualified novices, giving them the Tattoo Focus feat and inducting them into his circle.

Great Circle Leader: A 10th-level Red Wizard can be the leader of a great circle, which can have up to nine other participants instead of just five.

A red wizard

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New Features of the Red Wizard

The Red Wizard prestige class was originally created for inclusion in the Forgotten Realms® *Campaign Setting*, and uses several rules specific to that setting. We've reproduced them here so you can better see how the class works. Consider carefully before adding them to a campaign that does not use the Forgotten Realms setting.

New Feat: Tattoo Focus [Special]

You bear the powerful magical tattoos of a Red Wizard of Thay.

Prerequisite: Specialized in a school of magic.

Region: Thay.

Benefit: Add +1 to the DC for all saving throws against spells from your specialized school. You get a +1 bonus on caster level checks (1d20 + caster level) to overcome a creature's spell resistance when casting spells from that school.

Special: Only characters with the Tattoo Focus feat can participate in Red Wizard circle magic (see below).

Circle Magic

Some of the most powerful and spectacular spells worked across Faerûn are cast in the form of circle magic. Circle magic is a type of cooperative spellcasting that allows the spellcaster leading the circle to increase his caster level significantly and achieve results otherwise unavailable to the spellcasters composing the circle. The Red Wizards of Thay make frequent use of circle magic. Stories of other forms of circle magic abound in Faerûn.

Participation: The ability to participate in circle magic requires the possession of the Tattoo Focus feat (see above).

One spellcaster, usually the most powerful or experienced character present, stands at the center of the circle. This character is the circle leader. A Red Wizard cannot be a circle leader unless he is at least a 5th-level Red Wizard.

A circle requires a minimum of two participants plus the circle leader. Up to five partiicpants can aid a circle leader in a standard circle; a Red Wizard of 10th level can lead a great circle containing up to nine other participants.

All participants in a circle must stand within 10 feet of the circle leader, who stands in the center.

Circle Powers: The first use of circle magic is to empower the circle leader with the strength of all the participants. This requires 1 full hour of uninterrupted concentration on the part of all participants and the circle leader. Each participant casts any single prepared spell, which is consumed by the circle and has no effect other than expending the prepared spell. The spell levels expended by the circle participants are totaled as circle bonus levels. Each bonus level may be used to accomplish the following effects.

- Increase the circle leader's caster level by one for every circle bonus level expended (maximum caster level 40th). This benefit applies to level-dependent variables of a spell such as range or duration, and to level checks (dispel checks, checks to overcome spell resistance, and so on).
- Add Empower Spell, Maximize Spell, or Heighten Spell metamagic feats to spells currently prepared by the circle leader. Each circle bonus level counts as one additional spell level required by the application of a metamagic feat to a spell. The circle leader may add one of the three listed feats to a spell even if he does not know the feat or if the addition of the feat would raise the spell level past the circle leader's normal maximum spell level (maximum spell level 20th).

These effects last for 24 hours or until expended. Circle bonus levels may be divided up as the circle leader sees fit. For example, the Red Wizard Hauth Var leads a circle in which four participants each cast a 2nd-level spell, so that Hauth Var gains eight circle bonus levels. Hauth Var chooses to use three circle bonus levels to maximize his *cone of cold* spell, three to increase his caster level from 10th to 13th for all level-based variables in his spells, and two to provide a +2 bonus on any level checks he needs to make. The maximized spell is used up whenever he casts his *cone of cold*, and the other two effects remain for the next 24 hours. Many high-level Red Wizards lead circles on a daily basis to exact magical power from their apprentices.

SHADOWDANCER

Operating in the border between light and darkness, shadowdancers are nimble artists of deception. They are mysterious and unknown, never completely trusted but always inducing wonder when met.

Rogues, bards, and monks make excellent shadowdancers. Fighters, barbarians, rangers, and paladins also find that shadowdancer abilities allow them to strike at their opponents with surprise and skill. Wizard, sorcerer, cleric, and druid shadowdancers employ the defensive capabilities inherent in the prestige class to allow them to cast their spells from safety and move away quickly. Despite their link with shadows and trickery, shadowdancers are as often good as evil.

Shadowdancers often work in troupes, never staying in one place too long. Some use their abilities to entertain. Others operate as thieves, using their abilities to infiltrate past defenses and

dupe others. All shadowdancer troupes maintain an aura of mystery among the common folk, who never know whether to think well or ill of them.

Hit Die: d8.

Requirements

To qualify to become a shadowdancer, a character must fulfill all the following criteria.

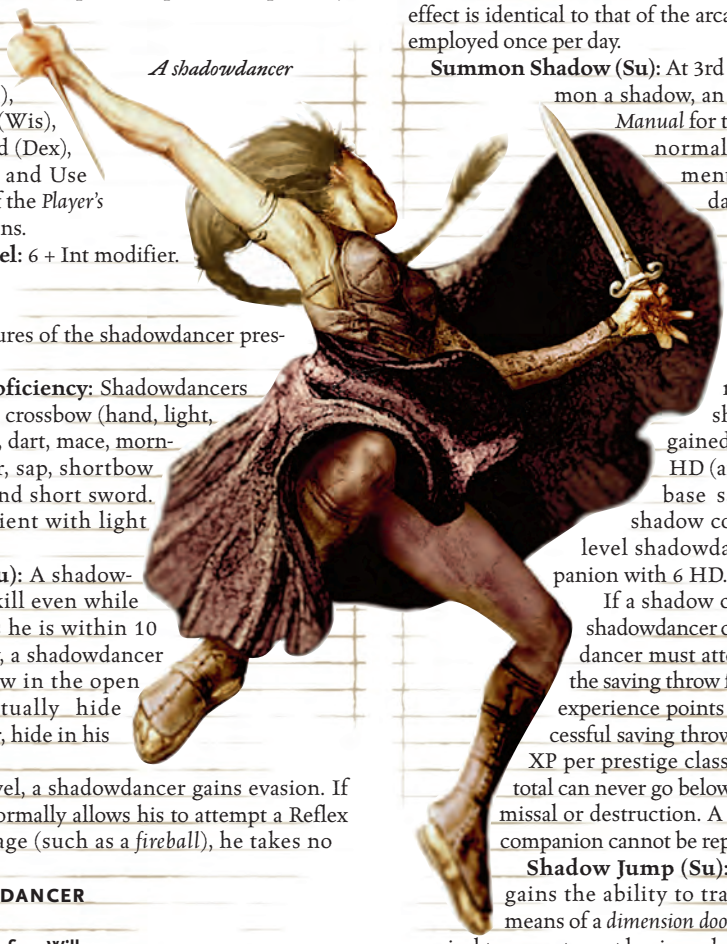
Skills: Move Silently 8 ranks, Hide 10 ranks, Perform (dance) 5 ranks.

Feats: Combat Reflexes, Dodge, Mobility.

Class Skills

The shadowdancer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.



A shadowdancer

Class Features

All of the following are features of the shadowdancer prestige class.

Weapon and Armor Proficiency: Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword. Shadowdancers are proficient with light armor but not with shields.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a shadowdancer can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

Evasion (Ex): At 2nd level, a shadowdancer gains evasion. If exposed to any effect that normally allows his to attempt a Reflex saving throw for half damage (such as a *fireball*), he takes no damage with a successful saving throw. The evasion ability can only be used if the shadowdancer is wearing light armor or no armor.

Darkvision (Su): At 2nd level, a shadowdancer can see in the dark as though he were permanently under the effect of a *darkvision* spell.

Uncanny Dodge (Ex): Starting at 2nd level, a shadowdancer has the ability to react to danger before his senses would normally allow him to even be aware of it. He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class (such as barbarian or rogue), the character automatically gains improved uncanny dodge (see below).

***Shadow Illusion* (Sp):** When a shadowdancer reaches 3rd level, he can create visual illusions from surrounding shadows. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Summon Shadow (Su): At 3rd level, a shadowdancer can summon a shadow, an undead shade (see the *Monster Manual* for the shadow's statistics). Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion. For example, a 9th-level shadowdancer can have a shadow companion with 6 HD.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a DC 15 Fortitude save. If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level. A successful saving throw reduces the loss by half, to 100 XP per prestige class level. The shadowdancer's XP total can never go below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

Shadow Jump (Su): At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles (40 feet at 6th, 80 feet at 8th, and 160 feet at 10th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. (A 6th-level shadowdancer who jumps 32 feet cannot jump again until the next day.)

Defensive Roll (Ex): Starting at 5th level, a shadowdancer can roll with a potentially lethal blow to take less damage from it. Once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. He must be aware of the attack and able to react to it in order to execute his

Table 6–16: The Shadowdancer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Hide in plain sight
2nd	+1	+0	+3	+0	Evasion, darkvision, uncanny dodge
3rd	+2	+1	+3	+1	*Shadow illusion*, summon shadow
4th	+3	+1	+4	+1	Shadow jump 20 ft.
5th	+3	+1	+4	+1	Defensive roll, improved uncanny dodge
6th	+4	+2	+5	+2	Shadow jump 40 ft., summon shadow
7th	+5	+2	+5	+2	Slippery mind
8th	+6	+2	+6	+2	Shadow jump 80 ft.
9th	+6	+3	+6	+3	Summon shadow
10th	+7	+3	+7	+3	Shadow jump 160 ft., improved evasion

Illus. by J. Foster

defensive roll. If he is in a situation that would deny him any Dexterity bonus to AC, he can't attempt a defensive roll.

Improved Uncanny Dodge (Ex): At 5th level, a shadowdancer can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the shadowdancer. The exception to this defense is that a rogue at least four levels higher than the shadowdancer can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class (such as barbarian or rogue), the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Slippery Mind (Ex): This ability, gained at 7th level, represents a shadowdancer's ability to wriggle free from magical effects that would otherwise control or compel hi,. If a shadowdancer is affected by an enchantment and fails his saving throw, 1 round later he can attempt his saving throw again. He only gets this one extra chance to succeed at his saving throw. If it fails as well, the spell's effects occur normally.

Improved Evasion (Ex): This ability, gained at 10th level, works like evasion (see above). A shadowdancer takes no damage at all on suc cessful saving throws against attacks that allow a Reflex saving throw for half damage (breath weapon, *fireball*, and so on). What's more, he takes only half damage even if he fails his saving throw, since his reflexes allow him to get out of harm's way with incredible speed.

THAUMATURGIST

The thaumaturgist reaches out with divine power to other planes of existence, calling creatures there to do his bidding. Evil thaumaturgists conspire with demons and devils to gain power on the Material Plane, while good thaumaturgists send powerful angels or eladrins on holy quests.

In combat, thaumaturgists often summon creatures from the Outer Planes to fight on their behalf. These creatures fade away as soon as the battle is over, but thaumaturgists also make agreements with more powerful creatures for long-term service. The planar ally of a thaumaturgist is utterly devoted to furthering the thaumaturgist's goals (or the goals of a deity, if the thaumaturgist worships one).

Almost all thaumaturgists were once clerics, because the first step on the path of thaumaturgy is making an agreement with a denizen of the Outer Planes by use of the *lesser planar ally* spell. But many of the class abilities are useful to arcane spellcasters, so multiclass cleric/wizards and the occasional cleric/sorcerer aren't unheard of.

A thaumaturgist is keenly aware that his unparalleled conjurations are just tools in service of his overall philosophy or deity. Thus, thaumaturgists often undertake quests to advance a cause, using their abilities to conjure up a strike force of summoned and called creatures at a moment's notice.

Hit Die: d4.

Requirements

To qualify to become a thaumaturgist, a character must fulfill all the following criteria.

Feats: Spell Focus (conjuration).

Spells: Able to cast *lesser planar ally*.

Class Skills

The thaumaturgist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), Speak Language (none), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the thaumaturgist prestige class.

Weapon and Armor Proficiency: Thaumaturgists gain no proficiency with any weapon or armor.

Spells per Day: When a new thaumaturgist level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of thaumaturgist to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before he became a thaumaturgist, he must decide to which class he adds each level of thaumaturgist for the purpose of determining spells per day.

Improved Ally: A thaumaturgist is adept at convincing creatures from other planes to do his bidding. When a thaumaturgist casts a *planar ally* spell (including the *lesser* and *greater* versions), he makes a Diplomacy check to convince the creature to aid him for

A thaumaturgist

Illus. by J&L. Lakey

Table 6–17: The Thaumaturgist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Improved ally	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Augment Summoning	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Extended summoning	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Contingent conjuration	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Planar cohort	+1 level of existing spellcasting class

a reduced payment. If the thaumaturgist's Diplomacy check adjusts the creature's attitude to helpful (see Influencing NPC Attitudes, page 72 of the *Player's Handbook*), the creature will work for 50% of the standard fee, as long as the task is one that is not against its nature. For example, a 1st-level thaumaturgist negotiating with an initially friendly planar ally that gets a Diplomacy check result of 15 can convince a 6 HD creature to perform a 7-hour task for only 1,500 gp per hour (a 6 HD creature would ordinarily ask for 3,000 gp per hour).

The thaumaturgist's improved ally class feature only works when the planar ally shares at least one aspect of alignment with the thaumaturgist. A thaumaturgist can have only one such ally at a time, but he may bargain for tasks from other planar allies normally.

Augment Summoning: At 2nd level, a thaumaturgist gains the Augment Summoning feat (see page 89 of the *Player's Handbook*).

Extended Summoning: At 3rd level and higher, all spells from the summoning subschool that the thaumaturgist casts have their durations doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spells don't change, however. This ability stacks with the effect of the Extend Spell feat, which does change the spell's level.

Contingent Conjuration: A 4th-level thaumaturgist can prepare a summoning or calling spell ahead of time to be triggered by some other event. This functions as described for the *contingency* spell, including having the thaumaturgist cast the summoning or calling spell beforehand. The spell is cast instantly when the trigger event occurs. For example, a thaumaturgist could use the contingent conjuration ability to summon a barbed devil the next time he is attacked, or call a ghaele eladrin to act as messenger if the king falls ill.

The conditions needed to bring the spell into effect must be clear, although they can be general. If complicated or convoluted condition as are prescribed, the contingent conjuration may fail when triggered. The conjuration spell occurs based solely on the stated conditions, regardless of whether the thaumaturgist wants it to, although most conjurations can be dismissed normally. A thaumaturgist can have only one contingent conjuration active at a time.

Planar Cohort: A 5th-level thaumaturgist can use any of the *planar ally* spells to call a creature to act as his cohort. The called creature serves loyally and well as long as the thaumaturgist continues to advance a cause important to the creature. For example, a 5th-level thaumaturgist could use *planar ally* to call a bralani eladrin to act as his cohort. As long as the thaumaturgist undertakes quests and missions to fight evil and uphold good, the eladrin will loyally serve. To call a planar cohort, the thaumaturgist must cast the relevant spell, paying the XP costs normally. It takes an offering of 1,000 gp × the HD of the creature to convince it to serve as a planar cohort, and the improved ally class feature can't be used to reduce or eliminate this cost. The planar cohort can't have more Hit Dice than the thaumaturgist has, and must have an ECL no higher than the thaumaturgist's character level –2. A bralani eladrin has an ECL of 11 (6 Hit Dice and +5 level adjustment), so it might serve as a planar cohort to an 8th-level cleric/5th-level thaumaturgist (character level 13th).

A thaumaturgist can have only one planar cohort at a time, but he can continue to make agreements with other called creatures normally. A planar cohort replaces a thaumaturgist's existing cohort, if he has one by virtue of the Leadership feat (page 106).

DESIGNING PRESTIGE CLASSES

Some of the best prestige classes are the ones you design yourself for your own campaign. Ideally, a prestige class you design yourself is tied to an organization or culture in the campaign world. For example, if the PCs are involved in a struggle with a citadel of evil called the Black Tower, then a "Mage of the Black Tower" prestige class is a good way to give the villains some unexpected abilities and a certain panache.

There are other roles a prestige class can fill. A prestige class can play off a race's strengths (such as the arcane archer), or even transform a character into a new race (dragon disciple). They can strengthen a character's role within the party (archmage), or his utility in an unusual situation (loremaster). A prestige class can demonstrate narrowly focused expertise (such as the thaumaturgist) or an unusual combination of abilities (eldritch knight). And some prestige classes simply define iconic roles in fantasy literature (such as the assassin) or important groups in a particular campaign setting (the Red Wizard).

When you design a prestige class, make sure that characters must be at least 5th level before they can meet the entry requirements. Specific feats, skill ranks, and base attack bonuses make good entry requirements. You can also add in-game requirements such as "must survive being buried alive" or "must drink from the silver chalice atop the Great Glacier." Don't require levels in a specific class, minimum ability scores, or minimum hit points to qualify for a prestige class.

Make your prestige class as specific as possible, because you're designing it for your campaign, not everyone's D&D game. The "Dawnstrider of Pelor" prestige class will be remembered long after a "holy warrior" prestige class has been forgotten.

HOW PCS IMPROVE

The rules in the *Player's Handbook* assume that characters have access to everything they need to advance in level—libraries where they can research new spells, trainers to guide their efforts, and places to practice new skills and abilities. Research and training aren't a part of the standard rules. They're assumed to be going on in the background. However, you control the background and can decide how you want to handle things such as this. Keep in mind, however, that leaving them in the background is a fine choice.

LEARNING SKILLS AND FEATS

According to the rules in the *Player's Handbook*, characters pick up new skills and feats as they go up in levels. In your campaign, however, you can require that a character can't learn a new skill or feat that he hasn't been exposed to. For example, a character in the desert can't learn swimming unless he spends time at an oasis. You might decide that a character can't even improve existing skills without the ability and opportunity to practice.

One step further would be to require that a character have an instructor to teach him new skills and feats. Under this approach, a character can't learn to swim unless he has access to a body of water *and* someone who can swim willing to train him. Likewise, a character can't learn the Cleave feat unless he's got a trainer who knows how to do it and the time and a place to practice by sparring with that trainer. A trainer can be another PC (which encourages interaction and cooperation among the players) or an NPC. Nonplayer character trainers who are friends of the PCs might train them for nothing; otherwise, professional trainers, who are usually found only in large cities, charge money.

Training Cost: 50 gp per week for a professional trainer (plus related expenses).

Training Time: One week per rank gained in a skill, or two weeks for a feat. A character may work on two skills or feats at once, paying separately for each.

If a single trainer is providing instruction in more than one discipline, then the skills or feats in question should have some sort of connection. For example, a certain trainer might be capable of teaching both Mounted Archery and Ride-By Attack, since the feats are closely related (they even have the same prerequisites). Likewise, a single trainer might be found for Diplomacy and Intimidate, since those skills are both tied to Charisma and involve the same type of activity (getting someone else to do what you want). It would be less likely to find one trainer for both

Open Lock and Ride; even though both skills are Dexterity-based, they cover different kinds of activity (fine manipulation of a mechanism versus keeping a mount under control in combat). Scarcer yet would be a trainer who could impart knowledge of Great Cleave and Forge Ring—those feats are so far apart in concept and application that the chance of one character having both of them is close to nil.

If you allow it, at the expense of a certain degree of realism, a character can obtain training ahead of time. A player whose character is at 2nd level, knowing that the character will get a new feat at 3rd level, might choose to have his character train for the feat now either because the opportunity is available or to just get it out of the way.

Distinguishing Skills and Feats: You don't have to treat skills and feats the same in this context. For example, you can require training or exposure for skills but not feats, ruling that feats are something that develop on their own as a character adventures. Or you can set such requirements for feats but not skills, justifying this by the fact that feats are so much more potent than skills and thus require more investment on the PC's part to acquire.

LEARNING NEW SPELLS

Divine spellcasters just get new spells when they gain the ability to cast them. Their deities, or the powers they revere, take care of it all for them. You will not find a ranger in a library trying to learn a new spell.

Arcane spellcasters don't have things quite so easy. Wizards must learn new spells and add them to their spellbooks. This process is detailed in the *Player's Handbook* (see Arcane Magical Writings, page 178).

If you require wizards to actually spend game time on spell research to gain those new spells, assume that it takes one day per spell (but no roll is needed for spells that come with level advancement) and that such research costs twice what it would normally cost to have an NPC cast that spell for the character (see NPC Spellcasting, page 107).

It's perfectly all right for two PC wizards to share spells.

According to the standard rules, sorcerers and bards don't need to study books to get their spells but just automatically gain new spells when they gain levels. However, as a variant rule you could require that each sorcerer contact an intelligent supernatural entity (anything from a lammasu to a demon) to learn new spells. Such creatures usually don't want payment in gold but prefer to strike a bargain instead. These supernatural patrons teach their mortal friends spells in exchange for an occasional service (which could lead to an exciting adventure in its own right). Playing the patron is in the purview of the DM and, depending on the creature chosen, you should require whatever sort of bargain you see fit. The following are but a couple of examples.

- A lammasu only makes a bargain with a good-aligned sorcerer. In exchange for spells, once every other level the sorcerer must right a wrong or do some specific good deed, such as freeing a captive cleric unjustly placed in prison, building a shelter for diseased beggars, or destroying an evil temple.
- A dragon only makes a bargain with a sorcerer of the same alignment. In exchange for spells, the dragon requires payment either in magic treasure or in service. If treasure, the item must be of a value twice what it would normally cost to have an NPC cast that spell for the character (see NPC Spellcasting, page 107). If a service, every other level (typically) the sorcerer must perform some task appointed by the dragon. Usually, this service is to procure some specific object and bring it to the dragon, slay a creature the dragon considers a threat or pest, or spy on one of the dragon's enemies and report what he learns.

Bards gain new spells by learning new songs. You can treat this just as a wizard learning new spells from books in a library, but the bard is studying with another bard and learning new music. Alternatively, you can rule that the bard must spend an equivalent period of time and money scouring the countryside for new songs, new rumors, and so on.

Researching Original Spells

If you decide to allow characters to develop original spells, you can use these guidelines to handle the situation.

A spellcaster of any kind can create a new spell. The research to do this requires access to a well-stocked library, typically in a large city or metropolis. Research requires an expenditure of 1,000 gp per week and takes one week per level of the spell. This money goes into fees, consultants, material component experimentation, and other miscellaneous expenditures. At the end of that time, the character makes a Spellcraft check (DC 10 + spell level). If that roll succeeds, the character learns the new spell if his research produced a viable spell. If the roll fails, the character must go through the research process again if he wants to keep trying.

A viable spell is one that you allow into the game. Don't tell the player whether you think the spell is viable when research begins. (That's the point of the research.) However, feel free to work with the player before the research begins and give him guidance on the parameters under which an original spell might be acceptable in your game.

Research to create new spells is always in addition to any other research involved for gaining spells that are already part of your campaign (if you decide to also require spell research for the new spells that casters are entitled to as they attain higher levels).

The number of spells that sorcerers and bards can know is strictly limited; members of those classes can never exceed these limits even through the research of original spells.

GAINING CLASS BENEFITS

You can mandate that to gain any of the newfound class-based benefits earned by advancing a level, a character needs to perform some overall training. This training requires one week per every two levels, rounded up. Training requires a character to train with a character of the same class who is higher in level and costs 1,000 gp per week. If no such trainer can be found, the cost is the same, but the time required is doubled. The money goes into fees, consultants, material component experiments, and other miscellaneous expenditures. Without the training, a character cannot acquire more hit points, class features, saving throw and attack bonus increases, spells per day, skill points, new spells, and so on.

GENERAL DOWNTIME

If you dislike the idea of all this formalized training getting in the way of the heroic, epic campaign you have going, simply require that whenever a character gains a new level he must spend one day per level (or just 1d4 days) in downtime. During this period the character is busy training, focusing, or simply resting and cannot cast spells, go on adventures, and so on.

GAINING FIXED HIT POINTS

Instead of rolling for hit points when he gains a level, a player may (if you use this variant) take the average roll for the class (see the table below). Constitution modifiers still apply. Below-average hit points hurt a PC more than above-average hit points help, so this variant makes characters slightly more powerful.

	Sorcerer Wizard	Bard Rogue	Cleric Druid Monk	Fighter Paladin Ranger	Barbarian
Hit Die	d4	d6	d8	d10	d12
Hit points at even level (2nd, 4th, etc.)	2	3	4	5	6
Hit points at odd level (3rd, 5th, etc.)	3	4	5	6	7

CREATING PCS ABOVE 1ST LEVEL

Sometimes you're going to want to create characters that aren't 1st level. Perhaps you have purchased an adventure you're dying to play, but no one has characters of the appropriate level. Perhaps you just want to jump right to 5th level and start your campaign there. Whatever the reason, creating new characters at any given level isn't hard (and, in fact, many players find it fun).

If you tell players to create characters of higher than 1st level, assign an experience point total for them to use. Doing this is better than just assigning a level because it balances characters who take multiclass penalties against those who do not. Then the players should follow these steps.

1. Determine ability scores normally.

2. Determine race and class. If the character is multiclass, determine how many levels of each class the character has, and in what order they were gained. (The order is important in step 3.)

3. Determine character statistics. This includes base attack bonus, save bonuses, spells, abilities, feats, hit points (maximum hp at 1st level and rolled hp for each level afterward). If the characters are 4th level or higher, allow each to add 1 point to an ability score at 4th level and every four levels beyond that (see Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*). It is important to note if Intelligence gets modified, because a raised Intelligence score might gain the character more skill points, but only at that level and beyond. (That is, extra skill points are not retroactive.)

4. Determine skills. The best way to do this is to buy them one level at a time. This allows a player to take into account increased skill points from Intelligence (if any) and changes due to multiclassing. However, if a character's skill points per level do not change (such as when he puts the ability score boost into some ability other than Intelligence) and no multiclassing is involved, the player can buy all the character's skills at once. In either case, keep in mind that maximum rank in a skill is level + 3 for class skills and (level + 3) ÷ 2 for cross-class skills.

5. Equip the character. When creating a 1st-level character, this means buying normal equipment. At higher levels, it also means deciding which magic items a character has acquired so far. Refer to Chapter 7: Magic Items, where all magic items are listed along with their market prices. Table 5–1: Character Wealth by Level (page 135) shows the total value of a player character's gear at a given level. This value includes mundane items described in Chapter 7 of the *Player's Handbook*, but the bulk of it, especially at higher levels, is composed of magic items. See Magic Items as Gear, below, for advice on how to govern what sort of magic items a PC can buy with this wealth. Note that these values apply only to player characters. NPCs use Table 4–23: NPC Gear Value (page 127) to find the total value of their equipment.

6. Work out the details. A paladin needs a warhorse, a druid or experienced ranger needs animal companions, a wizard might want a familiar, a character might belong to a guild or have a cohort, and so on.

Magic Items as Gear

You're free to limit what magic items characters can choose when they create characters of higher levels, just as if you were assigning those items to treasure hoards in the game. You can exercise an item-by-item veto, but an easier method is to use maximum cost for a single item as a limit. For example, while an 8th-level character has 27,000 gp to spend, you can limit him to owning no single item worth more than one-quarter of that, or 5,500 gp. This is a good way to prevent imbalances such as an 8th-level fighter with hardly a copper piece to his name who is armed with a *nine lives stealer*.

You could also limit characters to a certain type of magic item. For example, a player creating a 3rd-level character has 2,700 gp to spend, but you could rule that he can only equip the character with a minor magic item (one that could be obtained by a roll on the "Minor" column of one of the random generation tables in Chapter 7).

Character-Created Magic Items: A PC spellcaster created at a level higher than 1st can use any of the XP and gp you have awarded to make magic items, provided that he has the proper item creation feats and prerequisites.

Charged Magic Items: A player may select a partially used magic item for part of his character's starting gear. Such an item's value is proportional to the charges left compared to the charges in a newly created item (half price for a wand with 25 charges, 20% of full price for a wand with 10 charges, and so on).

Limited Use Items: If you're playing a one-shot random dungeon, one-use items cost 5 times their normal price and charged items have 1/5 as many charges. In a one-shot adventure, in which it doesn't matter whether you use up your items, one-use and charged items are a lot better than they are in a regular campaign.

In a one-shot dungeon, a one-use item is as good as a 1/day item because you'll be able to use each item once. This "5 times" rule balances the one-use and charged items so they don't dominate the random dungeon.

If you're bringing an existing character into a one-shot dungeon, "trade in" your one-use items for other one-use items at 5 times the cost. For items with charges, give them 1/5 as many charges as normal.

SPECIAL COHORTS

With the DM's permission, a leader may seek out a special cohort who is not a member of the standard PC races (the common races). For creatures with classes, such as a lizardfolk cohort, calculate its level according to the rules for PCs of that kind of monster (see Monsters as Races, page 172). For example, a leader with a Leadership score of 8 could have a 5th-level human fighter as a cohort, or a lizardfolk with two fighter levels, or a bugbear with one fighter level. For more unusual creatures, add at least +3 to a creature's Challenge Rating to determine its effective level. The more special abilities a creature has, the larger the number you should add. See the table below for some example special cohorts. Note that evil special cohorts may have agendas of their own.

Creature	Alignment	Level Equivalent
Blink dog	Lawful good	6th
Lammasu	Lawful good	12th
Werebear (lycanthrope)	Lawful good	10th
Avoral (guardinal)	Neutral good	15th
Bralani (eladrin)	Chaotic good	11th
Pegasus	Chaotic good	6th
Unicorn[1]	Chaotic good	8th
Griffon	Neutral	10th
Dragonne[2]	Neutral	10th
Satyr	Chaotic neutral	7th
Hell hound	Lawful evil	7th
Displacer beast	Lawful evil	10th
Imp (devil)	Lawful evil	7th
Young green dragon[3]	Lawful evil	16th
Erinyes (devil)	Lawful evil	16th
Quasit (demon)	Chaotic evil	8th
Ettin	Chaotic evil	15th

1 Leader must be a human, elf, or half-elf maiden.
2 The leader is immune to the dragonne's roar.
3 The dragon ages but does not gain XP.

The effective character level (ECL) of a creature determines how powerful it is as a character or a cohort. The *Monster Manual*

contains statistics and other details on potential cohorts. Take the level adjustment plus the Hit Dice to generate ECL.

Using the numbers given in the *Monster Manual*, we find that an ettin, which is a 10 HD creature with a +5 level adjustment, is the equivalent of a 15th level character or cohort. If you add a template, add the template's level adjustment, too. For instance, the fiendish creature template (see page 107 of the *Monster Manual*) has a level adjustment of +2. A fiendish ettin would be a 17th-level cohort. That's all there is to it.

You should carefully consider any special attacks or qualities that a potential cohort possesses and may choose to disallow or make ad hoc adjustments to suit your campaign.

If a creature in the *Monster Manual* doesn't have a level adjustment, this means we don't recommend using it as either a player character or a cohort. The dryad is a good example; she's connected to her tree and as such has very limited mobility. Mindless or low-Intelligence creatures also make undesirable cohorts.

LEADERSHIP AND MOUNTS

A character may use the Leadership feat to attract a cohort that can serve as a mount. This feat cannot attract a mount with an Intelligence of less than 4. If such a character already has a special mount, familiar, or animal companion, he takes a –2 penalty to his Leadership score.

PALADIN COHORT MOUNTS

At the DM's option, he may allow a paladin or other character with a special mount class feature to combine the special mount with the Leadership feat. The special qualities such as the empathic link and shared spells make this quite potent and worth a minimum of a +2 level adjustment to the cohort mount ECL.

CONTINGENT COHORTS

What can a DM do if the number of players in his group is irregular? Sometimes a cohort is a much-needed addition to a party; sometimes it's one character too many. A DM might work with his players to allow contingent cohorts.

For instance, the DM may have between three to seven players show up at any one game. Suppose he likes a group of five to seven best. He may rule that the Leadership feat isn't always active. The player selecting the Leadership feat also chooses an alternate feat. (This alternate feat cannot function as the prerequisite for any other feat. Improved Initiative is a fine alternate feat.) The DM may declare that if the number of players is less than five, characters who took the Leadership feat may bring along their cohorts. If the number of players is five or more, players who took the Leadership feat can't bring their cohorts, but instead gain the benefits of their alternate feat for the session.

This can work out very amiably if the contingent cohort conditions are clarified before the DM allows the character to take the Leadership feat.

FAMILIARS

Few investments yield greater riches than the time and gold spent to acquire a familiar. A lifelong companion, guard, spy, and servant, it is every spellcaster's best friend and most trusted confidante. Changes to the rules on familiars in the *Player's Handbook* are completely under the DM's control. Here are some possibilities, beginning with the Improved Familiar variant feat.

Improved Familiar [General]

This feat allows spellcasters to acquire a new familiar from a non-standard list, but only when they could normally acquire a new familiar (see page 52 of the *Player's Handbook*).

Prerequisites: Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

Benefit: When choosing a familiar, the creatures listed below are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil). For example, a chaotic good spellcaster could acquire a neutral familiar. A lawful neutral spellcaster could acquire a neutral good familiar.

Familiar	Alignment	Arcane Spellcaster Level
Shocker lizard	Neutral	5th
Stirge	Neutral	5th
Formian worker	Lawful neutral	7th
Imp	Lawful evil	7th
Pseudodragon	Neutral good	7th
Quasit	Chaotic evil	7th

Improved familiars otherwise use the rules on page 52 of the *Player's Handbook*, with two exceptions: If the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

The list in the table above presents only a few possible improved familiars. Almost any creature of the same general size and power as those on the list makes a suitable familiar. Nor is the master's alignment the only possible categorization. For instance, improved familiars could be assigned by the master's creature type or subtype, as shown below.

Familiar	Type/Subtype	Arcane Spellcaster Level
Celestial hawk[1]	Good	3rd
Fiendish Tiny viper snake[2]	Evil	3rd
Air elemental, Small	Air	5th
Earth elemental, Small	Earth	5th
Fire elemental, Small	Fire	5th
Shocker lizard	Electricity	5th
Water elemental, Small	Water	5th
Homunculus[3]	Undead	7th
Ice mephit	Cold	7th

1 Or other celestial animal from the standard familiar list.
2 Or other fiendish animal from the standard familiar list.
3 The master must first create the homunculus, substituting ichor or another part of the master's body for blood if necessary.

The following statistics assume a master of the minimum required level with no additional class or race bonuses to attack rolls or saving throws.

Granted Abilities: In addition to their own special qualities, all familiars grant their masters the Alertness feat, the benefit of an empathic link, and the ability to share spells with the familiar. See page 53 of the *Player's Handbook* for details.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Celestial Hawk Familiar: CR —; Tiny magical beast; HD 3; hp 1/2 master's; Init +3; Spd 10 ft., fly 60 ft. (average); AC 19, touch 15, flat-footed 16; Base Atk +0; Grp –10; Atk +5 melee (1d4–2, talons); Full Atk +5 melee (1d4–2, talons); Space/Reach 2-1/2 ft./0 ft.; SA smite evil; SQ darkvision 60 ft., deliver touch spells, improved evasion, low-light vision, resistance to acid 5, cold 5, and electricity 5, spell resistance 8, granted abilities; AL any good; SV Fort +2, Ref +5, Will +2, Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse.

Smite Evil (Su): Once per day, make a normal melee attack to deal +1 damage against an evil foe.

Fiendish Tiny Viper Snake Familiar: CR —; Tiny magical beast; HD 3; hp 1/2 master's; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 19, touch 15, flat-footed 16; Base Atk +0; Grp –11; Atk +5 melee (poison, bite); Full Atk +5 melee (poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison, smite good; SQ darkvision 60 ft., deliver touch spells, resistance to cold 5 and fire 5, scent, spell resistance 8, granted abilities; AL any evil; SV Fort +2, Ref +5, Will +1; Str 4, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +15, Listen +6, Spot +6 (or master's, if better), Swim +5; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d6 Con.

Smite Good (Su): Once per day, make a normal melee attack to deal +1 damage against a good foe.

Formian Worker Familiar: CR —; Small outsider (lawful, extraplanar); HD 7; hp 1/2 master's; Init +2; Spd 40 ft.; AC 21, touch 13, flat-footed 19; Base Atk +1; Grp –2; Atk +3 melee (1d4+1, bite); Full Atk +3 melee (1d4+1, bite); SQ darkvision 60 ft., deliver touch spells, improved evasion, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, speak with master, granted abilities; AL LN; SV Fort +3, Ref +4, Will +2; Str 13, Dex 14, Con 13, Int 9, Wis 10, Cha 9.

Skills and Feats: Climb +10, Craft (any one) +5; Skill Focus (Craft).

Homunculus Familiar: CR —; Tiny construct; HD 7; hp 1/2 master's; Init +2; Spd 20 ft., fly 50 ft. (good); AC 18, touch 14, flat-footed 16; Base Atk +1; Grp –8; Atk +2 melee (1d4–1 plus poison, bite); Full Atk +2 melee (1d4–1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison; SQ construct type, deliver touch spells, improved evasion, speak with master, granted abilities; AL any; SV Fort +0, Ref +4, Will +1; Str 8, Dex 15, Con —, Int 10, Wis 12, Cha 7.

Skills and Feats: Hide +14, Listen +4, Spot +4; Lightning Reflexes.

Poison (Ex): Injury, Fortitude DC 11, initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes.

Construct Type: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage.

Ice Mephit Familiar: CR —; Small outsider (air, cold, extraplanar); HD 7; hp 1/2 master's; Init +7; Spd 30 ft., fly 50 ft. (perfect); AC 22, touch 14, flat-footed 19; Base Atk +3; Grp –1; Atk +4 melee (1d3 plus 2 cold, claw); Full Atk +4 melee (1d3 plus 2 cold, 2 claws); SA breath weapon, spell-like abilities, *summon mephit*; SQ cold subtype, darkvision 60 ft., deliver touch spells, damage reduction 5/magic, fast healing 2, improved evasion, speak with master, granted abilities; AL any; SV Fort +3, Ref +6, Will +3; Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Diplomacy +4, Disguise +2, Escape Artist +9, Hide +13, Listen +6, Move Silently +9, Spot +6, Use Rope +3; Dodge, Improved Initiative.

Breath Weapon (Su): Usable once every 1d4 rounds. Cone of ice shards, 10 feet, damage 1d4, Reflex DC 12 half or take a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds.

Spell-Like Abilities: 1/hour—*magic missile*, 3rd-level caster; 1/day—*chill metal*, 6th-level caster; Will DC 14 negates (object).

Summon Mephit (Sp): Once per day, can summon another ice mephit as if casting a *summon monster* spell, but with only a 25% chance of success. Summoned creatures automatically return whence they came after 1 hour. A mephit that has just been summoned cannot use its own summon ability for 1 hour.

Cold Subytpe: Immune to cold damage. Takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Fast Healing (Ex): Regains 2 hit points per round if touching a piece of ice of at least Tiny size or if the ambient temperature is 32°F. or below.

Imp Familiar: CR —; Tiny outsider (evil, lawful, extraplanar); HD 7; hp 1/2 master's; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +3; Grp –5; Atk +8 melee (1d4 plus poison, sting); Full Atk +8 melee (1d4 plus poison, sting); Space/Reach 2-1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, damage reduction 5/good or silver, darkvision 60 ft., deliver touch spells, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-Like Abilities: At will—*detect good, detect magic, invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th-level cleric).

Alternate Form (Su): As *polymorph*, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Pseudodragon Familiar: CR —; Tiny dragon; HD 7; hp 1/2 master's; Init +0; Spd 15 ft., fly 60 ft. (good); AC 22, touch 14, flat-footed 20; Base Atk +2; Grp –8; Atk +4 melee (1d3–2 plus poison, sting); Full Atk +4 melee (1d3–2 plus poison, sting) and –1 melee (1, bite); Space/Reach 2-1/2 ft./0 ft. (5 ft. with tail); SA poison; SQ blindsense 60 ft., deliver touch spells, dragon type, improved evasion, speak with master, telepathy, granted abilities; AL NG; SV Fort +4, Ref +5, Will +4; Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Diplomacy +2, Hide +20 (+24 in forest or overgrown areas), Listen +7, Search +6, Sense Motive +7, Spot +7, Survival +1 (+3 following tracks); Weapon Finesse.

Blindsense (Ex): Can locate creatures within 60 feet by nonvisual means.

Dragon Type: Darkvision 60 ft., low-light vision, immunity to *sleep* and paralysis effects.

Poison (Ex): Injury, Fortitude DC 12, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours.

Telepathy (Su): Communicate telepathically with creatures within 60 feet that speak Common or Sylvan.

Quasit Familiar: CR —; Tiny outsider (chaotic, evil, extraplanar); HD 7; hp 1/2 master's; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 22, touch 15, flat-footed 19; Base Atk +3; Grp –6; Atk +8 melee (1d3–1 plus poison, claw), Full Atk +8 melee (1d3–1 plus poison, 2 claws) and +3 melee (1d4–1, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., deliver touch spells, fast healing 2, immunity to poison, improved evasion, resistance to fire 10, speak with master, granted abilities; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6 (or master's, if better); Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-Like Abilities: At will—*detect good, detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, but 30-foot radius; save DC 11). Caster level 6th. Once per week a quasit can use *commune* to ask six questions (otherwise as the spell cast by a 12th-level cleric).

Alternate Form (Su): As *polymorph*, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf.

Shocker Lizard Familiar: CR —; Small magical beast; HD 5; hp 1/2 master's; Init +6; Spd 40 ft., climb 20 ft., swim 20 ft.; AC 19, touch 13, flat-footed 17; Base Atk +2; Grp –2; Atk +3 melee (1d4, bite); Full Atk +3 melee (1d4, bite); Space/Reach 5 ft./5 ft.; SA stunning shock, lethal shock; SQ darkvision 60 ft., deliver touch spells, electricity sense, immunity to electricity, improved evasion, low-light vision, speak with master, granted abilities; AL any; SV Fort +3, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +11, Hide +11, Jump +3, Listen +4, Spot +4 (or master's, if better), Swim +10; Improved Initiative.

Stunning Shock (Su): Once per round, deals 2d8 points of nonlethal damage to a living opponent in an adjacent square (Reflex DC 12 half).

Lethal Shock (Su): Two or more shocker lizards within 25 feet of each other can work together to create a lethal shock; 25-foot radius, centered on any one contributing lizard; damage 2d8 per contributing lizard (max 12d8). Creatures in the area can take half damage by making a Reflex save (DC 10 + number of lizards contributing).

Electricity Sense (Ex): Automatically detect any electrical discharges within 100 feet.

Small Air Elemental Familiar: CR —; Small elemental (air, extraplanar); HD 5; hp 1/2 master's; Init +7; Spd fly 100 ft. (perfect); AC 20, touch 14, flat-footed 17; Base Atk +1; Grp –3; Atk +5 melee (1d4, slam); Full Atk +5 melee (1d4, slam); Space/Reach 5 ft./5 ft.; SA air mastery, whirlwind; SQ deliver touch spells, elemental type, improved evasion, speak with master, granted abilities; AL any; SV Fort +0, Ref +6, Will +0; Str 10, Dex 17, Con 10, Int 8, Wis 11, Cha 11.

Skills and Feats: Listen +2, Spot +3 (or master's, if better); Flyby Attack, Improved Initiative, Weapon Finesse.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack rolls and damage rolls against an air elemental.

Whirlwind (Su): Once every 10 minutes, transform into whirlwind for 1 round; 5-foot base, up to 30-foot top, 10–20 feet tall. Move at fly speed.

Tiny or smaller creatures must succeed on a DC 11 Reflex save or take 1d4 points of damage, and on a second DC 11 Reflex save to avoid being picked up and held. A flying creature can attempt a Reflex save to escape (but still takes damage). The elemental can eject carried creatures at any time.

If the base touches the ground, it creates a swirling cloud of debris centered on the elemental, diameter half the whirlwind's height, obscures all vision (including darkvision) beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment (see page 152 of the *Player's Handbook*). Those caught in the cloud must succeed on a DC 11 Concentration check to cast a spell.

Elemental Type: Immune to poison, *sleep*, paralysis, and stunning; not subject to critical hits or flanking.

Small Earth Elemental Familiar: CR —; Small elemental (earth, extraplanar); HD 5; hp 1/2 master's; Init –1; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +1; Grp +0; Atk +5 melee (1d6+4, slam); Full Atk +5 melee (1d6+4, slam); Space/Reach 5 ft./5 ft.; SA earth mastery, push; SQ deliver touch spells, elemental type, improved evasion, speak with master, granted abilities; AL any; SV Fort +4, Ref –1, Will +0; Str 17, Dex 8, Con 13, Int 8, Wis 11, Cha 11.

Skills and Feats: Listen +3, Spot +2 (or master's, if better); Power Attack.

Earth Mastery (Ex): +1 bonus on attack rolls and damage rolls if both it and its foe touch the ground, –4 penalty on attack rolls and damage rolls against airborne or waterborne opponents.

Push (Ex): Can start a bull rush without provoking an attack of opportunity. The combat modifiers given for earth mastery, above, also apply to the elemental's opposed Strength checks.

Elemental Type: Immune to poison, *sleep*, paralysis, and stunning; not subject to critical hits or flanking.

Small Fire Elemental Familiar: CR —; Small elemental (fire, extraplanar); HD 5; hp 1/2 master's; Init +5; Spd 50 ft.; AC 18, touch 12, flat-footed 17; Base Atk +1; Grp –3; Atk +3 melee (1d4 plus 1d4 fire, slam); Full Atk +3 melee (1d4 plus 1d4 fire, slam); Space/Reach 5 ft./5 ft.; SA burn; SQ deliver touch spells, elemental type, fire subtype, improved evasion, speak with master, granted abilities; AL any; SV Fort +0, Ref +4, Will +0; Str 10, Dex 13, Con 10, Int 8, Wis 11, Cha 11.

Skills and Feats: Listen +2, Spot +3 (or master's, if better); Dodge, Improved Initiative, Weapon Finesse.

Burn (Ex): Those hit by the fire elemental's slam attack, or hitting it with natural weapons or unarmed attacks, must succeed on a DC 11 Reflex save or catch on fire. The flame burns for 1d4 rounds (see Catching on Fire, page 303). A burning creature can take a move action to put out the flame.

Elemental Type: Immune to poison, *sleep*, paralysis, and stunning; not subject to critical hits or flanking.

Fire Subytpe: Immune to fire damage. Takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Small Water Elemental Familiar: CR —; Small elemental (water, extraplanar); HD 5; hp 1/2 master's; Init +0; Spd 20 ft., swim 90 ft.; AC 20, touch 11, flat-footed 20; Base Atk +1; Grp –3; Atk +4 melee (1d6+3, slam); Full Atk +4 melee (1d6+3, slam); Space/Reach 5 ft./5 ft.; SA water mastery, drench, vortex; SQ deliver touch spells, elemental type, improved evasion, speak with master, granted abilities; AL any; SV Fort +4, Ref +1, Will +4, Str 14, Dex 10, Con 13, Int 8, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +5 (or master's, if better); Power Attack.

Water Mastery (Ex): +1 bonus on attack rolls and damage rolls if both it and its foe touch water, –4 penalty on attack rolls and damage rolls against landbound opponents.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin of Large size or smaller. Can dispel magical fire it touches as *dispel magic*, caster level 5th.

Vortex (Su): Once every 10 minutes, transform into whirlpool for 1 round if underwater; 5-foot base, up to 30-foot top, 10–20 feet tall. Move at swim speed.

Tiny or smaller creatures must succeed on a DC 11 Reflex save or take 1d4 points of damage, and on a second DC 11 Reflex save to avoid being picked up and held. A swimming creature can attempt a Reflex save to escape (but still takes damage). The elemental can eject carried creatures at any time.

If the base touches the ground, it creates a swirling cloud of debris centered on the elemental, diameter half the whirlwind's height, obscures all vision (including darkvision) beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment (see page 152 of the *Player's Handbook*). Those caught in the cloud must succeed on a DC 11 Concentration check to cast a spell.

Elemental Type: Immune to poison, *sleep*, paralysis, and stunning; not subject to critical hits or flanking.

Stirge Familiar: CR —; Tiny magical beast; HD 5; hp 1/2 master's; Init +4; Spd 10 ft., fly 40 ft. (average); AC 19, touch 16, flat-footed 15; Base Atk +1; Grp –11 (+1 when attached); Atk +7 melee (1d3–4, touch); Full Atk +7 melee (1d3–4, touch); Space/Reach 2-1/2 ft./0 ft.; SA attach, blood drain; SQ darkvision 60 ft.,

deliver touch spells, improved evasion, low-light vision, speak with master, granted abilities; AL any; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 8, Wis 12, Cha 6.

Skills and Feats: Hide +14, Listen +4, Spot +4 (or master's, if better); Alertness, Weapon Finesse.

Attach (Ex): If a stirge hits with a touch attack, it latches onto the opponent's body (AC 12 when attached).

Blood Drain (Ex): An attached stirge deals 1d4 points of Constitution damage each round. Once it has drained 4 points of Constitution, it detaches and cannot drain blood again for 8 hours.

ALTERNATE FAMILIARS BY MASTER SIZE

The suggested familiars in the *Player's Handbook* assume a Small to Large master. Masters outside this size range could have smaller or larger familiars, as appropriate to their size.

Tiny or Smaller Masters

Masters smaller than the usual size can have proportionately smaller familiars, as indicated on the table below.

Familiar	Special
Bat	Master gains a +2 bonus on Listen checks
Ferret	Master gains a +2 bonus on Reflex saves
Hedgehog	Master gains a +1 natural armor bonus
Mouse	Master gains a +3 bonus on Move Silently checks
Screech owl	Master gains a +3 bonus on Move Silently checks
Toad	Master gains +3 hit points
Thrush	Speaks one language

The statistics given below assume a 1st-level master with no additional class or race bonuses to attack rolls or saving throws.

Granted Abilities: In addition to their own special qualities, all familiars grant their masters the Alertness feat, the benefit of an empathic link, and the ability to share spells with the familiar. See page 53 of the *Player's Handbook* for details.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Bat Familiar: CR —; Diminutive magical beast; HD 1; hp 1/2 master's; Init +2; Spd 5 ft., fly 40 ft. (good); AC 17, touch 16, flat-footed 15; Base Atk +0; Grp –17; Atk —; Full Atk —; Space/Reach 1 ft./0 ft.; SA —; SQ blindsense 20 ft., improved evasion, granted abilities; AL any; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 4.

Skills and Feats: Hide +14, Listen +8, Move Silently +6, Spot +8; Alertness.

Blindsense (Ex): Notices and locates creatures within 20 feet. Adds +4 to Spot and Listen checks (already included above).

Ferret Familiar: CR —; Diminutive magical beast; HD 1; hp 1/2 master's; Init +2; Spd 15 ft., climb 15 ft; AC 17, touch 16, flat-footed 15; Base Atk +0; Grp –16; Atk +6 melee (1d2–4, bite); Full Atk +6 melee (1d2–4, bite); Space/Reach 1 ft./0 ft.; SA attach; SQ improved evasion, scent, granted abilities; AL any; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +14; Weapon Finesse.

Attach (Ex): On a hit with its bite attack, it automatically deals bite damage each round (AC 15 when attached).

Hedgehog Familiar: CR —; Diminutive magical beast; HD 1; hp 1/2 master's; Init +0; Spd 15 ft.; AC 17, touch 15, flat-footed 16; Base Atk +0; Grp –16; Atk +5 melee (1d3–4 bite); Full Atk +5 melee (1d3–4 bite); Space/Reach 1 ft./0 ft.; SA poison; SQ defensive ball, improved evasion, granted abilities; AL any; SV Fort +2, Ref +3, Will +1; Str 3, Dex 12, Con 10, Int 6, Wis 12, Cha 5.

Skills and Feats: Hide +17, Listen +5, Spot +5; Weapon Finesse.

Poison (Ex): When in a defensive ball (see below), spines poison foes touching the hedgehog; injury, Fortitude DC 10, initial and secondary damage 1d2 Dex.

Defensive Ball (Ex): Rolls into a ball as a standard action, granting a +2 circumstance bonus on saves and AC. Unrolling is a free action.

Mouse Familiar: CR —; Fine magical beast; HD 1; hp 1/2 master's; Init +0; Spd 10 ft., climb 10 ft.; AC 19, touch 18, flat-footed 19; Base Atk +0; Grp –21; Atk —; Full Atk —; Space/Reach 1/2 ft./0 ft.; SA —; SQ improved evasion, scent, granted abilities; AL any; SV Fort +2, Ref +2, Will +1; Str 1, Dex 11, Con 10, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +8, Climb +10, Hide +20, Move Silently +12.

Screech Owl Familiar: CR —; Diminutive magical beast; HD 1; hp 1/2 master's; Init +3; Spd 10 ft., fly 30 ft. (average); AC 18, touch 17, flat-footed 15; Base Atk +0; Grp –15; Atk +7 melee (1d2–3, talons); Full Atk +7 melee (1d2–3, talons); Space/Reach 1 ft./0 ft.; SA —; SQ improved evasion, granted abilities; AL any; SV Fort +2, Ref +5, Will +2; Str 4, Dex 17, Con 10, Int 6, Wis 14, Cha 4.

Skills and Feats: Listen +14, Move Silently +20, Spot +8; Weapon Finesse.

Thrush Familiar: CR —; Diminutive magical beast; HD 1; hp 1/2 master's; Init +2; Spd 10 ft., fly 40 ft. (average); AC 17, touch 16, flat-footed 15; Base Atk +0; Grp –17; Atk —; Full Atk —; Space/Reach 1 ft./0 ft.; SA —; SQ improved evasion, granted abilities; AL any; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +8, Spot +8; Alertness.

Toad Familiar: CR —; Diminutive magical beast; HD 1; hp 1/2 master's; Init +1; Spd 5 ft.; AC 16, touch 15, flat-footed 15; Base Atk +0; Grp –17; Atk —; Full Atk —; Space/Reach 1 ft./0 ft.; SA —; SQ improved evasion, low-light vision, granted abilities; AL any; SV Fort +2, Ref +3, Will +2; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills and Feats: Hide +21, Listen +4, Spot +4; Alertness.

Huge or Bigger Masters

Masters larger than the usual size can have proportionately larger familiars, as shown below.

Familiar	Special
Dire rat	Master gains a +2 bonus on Fortitude saves
Leopard	Master gains a +3 bonus on Move Silently checks
Monitor lizard	Master gains +3 hit points
Owl (Small)	Master gains a +3 bonus on Spot checks in shadows
Raven (Small)	Speaks one language
Viper snake (Small)	Master gains a +3 bonus on Bluff checks
Wolverine	Master gains a +2 bonus on Reflex saves

The statistics given below assume a 1st-level master with no additional class or race bonuses to attack rolls or saving throws.

Granted Abilities: In addition to their own special qualities, all familiars grant their masters the Alertness feat, the benefit of an empathic link, and the ability to share spells with the familiar. See page 53 of the *Player's Handbook* for details.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Dire Rat Familiar: CR —; Small magical beast; HD 1; hp 1/2 master's; Init +3; Spd 40 ft., climb 20 ft.; AC 16, touch 14, flat-footed 13; Base Atk +0; Grp –4; Atk +4 melee (1d4 plus disease, bite); Full Atk +4 melee (1d4 plus disease, bite); Space/Reach 5 ft./5 ft.; SA disease; SQ improved evasion, low-light vision, scent, granted abilities; AL any; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4; Alertness, Weapon Finesse.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con (see Disease, page 292).

Leopard Familiar: CR —; Medium magical beast; HD 3; hp 19 or 1/2 master's; Init +4; Spd 40 ft., climb 20 ft.; AC 16, touch 14, flat-footed 12; Base Atk +2; Grp +5; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite) and +1 melee (1d3+1, 2 claws); Space/Reach 5 ft./5 ft.; SA improved grab, pounce, rake 1d3+1; SQ improved evasion, low-light vision, scent, granted abilities; AL any; SV Fort +5, Ref +7, Will +2; Str 16, Dex 19, Con 15, Int 6, Wis 12, Cha 6.

Skills and Feats: Balance +12, Climb +11, Hide +9 (+17 in tall grass or heavy undergrowth), Jump +7, Listen +6, Move Silently +8, Spot +6; Alertness, Weapon Finesse.

Improved Grab (Ex): To use this ability, the leopard must hit with its bite attack. If it wins the grapple check, it can rake.

Pounce (Ex): If a leopard charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +6 melee, damage 1d3+1.

Monitor Lizard Familiar: CR —; Medium magical beast; HD 3; hp 22 or 1/2 master's; Init +2; Spd 30 ft., swim 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +5; Atk +5 melee (1d8+4, bite); Full Atk +5 melee (1d8+4, bite); Space/Reach 5 ft./5 ft.; SQ improved evasion, low-light vision, granted abilities; AL any; SV Fort +6, Ref +5, Will +3; Str 17, Dex 15, Con 17, Int 6, Wis 12, Cha 2.

Skills and Feats: Climb +9, Hide +7 (+15 in forested or overgrown areas), Listen +4, Move Silently +6, Spot +4; Alertness, Great Fortitude.

Small Owl Familiar: CR —; Small magical beast; HD 2; hp 13 or 1/2 master's; Init +1; Spd 10 ft., fly 60 ft. (average); AC 15, touch 12, flat-footed 14; Base Atk +2; Grp –1; Atk +3 melee (1d4+2, talons); Full Atk +3 melee (1d4+2, talons) and +1 melee (1d6+1, bite); Space/Reach 5 ft./5 ft.; SA —; SQ improved evasion, low-light vision, granted abilities; AL any; SV Fort +4, Ref +4, Will +2; Str 14, Dex 13, Con 12, Int 6, Wis 14, Cha 4.

Skills and Feats: Listen +14, Move Silently +19, Spot +14; Multiattack (see page 304 of the *Monster Manual*).

Small Raven Familiar: CR —; Small magical beast; HD 1, hp 1/2 master's; Init +1; Spd 10 ft., fly 40 ft. (average); AC 13, touch 12, flat-footed 12; Base Atk +0; Grp –7; Atk +2 melee (1d3–3, talons); Atk +2 melee (1d3–3, talons); Space/Reach 5 ft./5 ft.; SA —; SQ improved evasion, low-light vision, granted abilities; AL any; SV Fort +3, Ref +3, Will +2; Str 5, Dex 13, Con 12, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse.

Small Viper Snake Familiar: CR —; Small magical beast; HD 2; hp 9 or 1/2 master's; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18, touch 14, flat-footed 15; Base Atk +2; Grp –4; Atk +5 melee (1d4–1 plus poison, bite); Full Atk +5 melee (1d4–1 plus poison, bite); Space/Reach 5 ft./5 ft.; SA poison; SQ improved evasion, scent, granted abilities; AL any; SV Fort +3, Ref +6, Will +1; Str 8, Dex 17, Con 11, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +16, Listen +5, Spot +5, Swim +7; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d6 Con.

Wolverine Familiar: CR —; Medium magical beast; HD 3; hp 25 or 1/2 master's; Init +2; Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d4+2, claw); Full Atk +4 melee (1d4+2, 2 claws) and –1 melee (1d6+1, bite); Space/Reach 5 ft./5 ft.; SA rage; SQ improved evasion, low-light vision, scent, granted abilities; AL any; SV Fort +7, Ref +5, Will +2; Str 14, Dex 15, Con 19, Int 6, Wis 12, Cha 10.

Skills and Feats: Climb +10, Listen +6, Spot +6; Alertness, Toughness, Track.

Rage (Ex): If it takes damage in combat, on the following round a wolverine gains +4 to Str, +4 to Con, and –2 to AC. Unlike a normal wolverine, this familiar can end its rage voluntarily as a free action.

MOUNTS

Care, feeding, defense, and shelter for an animal you only ride to and from adventures can become onerous. If a character spends too much time on issues that concern his mount, the rest of the party members may resent the time and energy spent dealing with a horse. One solution to this conflict is hiring a small number of mercenaries, perhaps only one, to act as grooms and guards for the mounts while the characters explore the dungeon (see Table 4–1: Prices for Hireling Services, page 105).

UNUSUAL MOUNTS

If the PCs undertake more wilderness adventures than dungeon treks, mounts may be integral parts of the party, and you may face requests for mounts other than horses. Druids and rangers may attract animal companions big enough to act as mounts. Paladins may desire something a bit tougher than their typical heavy warhorse or warpony.

Suitable Mounts: You have the final decision on what is or is not a suitable mount. At its most basic level, a mount should have the following characteristics:

- Able and willing to carry its rider in a typical fashion. (A camel is able and willing. A tiger might be capable but may not be willing. A giant might be willing but not truly able.)
- At least one size category larger than the character. Also, a flying mount can carry no more than a light load aloft.
- The mount's Challenge Rating should be no more than 3 less than the rider's character level. If the mount can fly, its Challenge Rating should be no more than 4 less than the rider's character level.

The accompanying tables (one for Medium riders, one for Small riders) provide basic characteristics of creatures that can be used as mounts.

If the unusual mount is for a paladin, it may gain special abilities at a different rate than a warhorse or warpony. Furthermore, some special mounts are available only to paladins of higher levels.

A paladin of 6th level or higher can use a celestial heavy warhorse, dire wolf, hippogriff, Large monstrous spider, Large shark, unicorn, celestial warpony, dire bat, dire badger, dire weasel, or monitor lizard as a mount.

At 7th level, the dire boar, dire wolverine, giant eagle, giant owl, pegasus, rhinoceros, and sea cat become available.

At 8th level, a paladin can use a dire lion or a griffon as a mount.

See the table below to see when a paladin's unusual mount gains special abilities. If the mount's natural Intelligence or natural armor is higher than the value given in the table, use the mount's natural Intelligence or natural armor (and see Intelligent Mounts, below). If the mount normally has spell resistance, it does not lose its spell resistance prior to the paladin's reaching the level at which all unusual mounts gain spell resistance, and the mount continues using its natural spell resistance from that level on if that value is higher.

Mount (Medium Rider)	Str	Fly?	Carry
Camel	18	No	900 lb.
Warhorse, heavy	18	No	900 lb.
Warhorse, light	16	No	690 lb.
Celestial warhorse, heavy	18	No	900 lb.
Fiendish warhorse, light	16	No	690 lb.
Dire wolf	25	No	2,400 lb.
Hippogriff[1]	18	100 ft. (average)	300 lb.
	18	No	900 lb.
Monstrous spider, Large	15	No	600 lb.
Shark, Large[2]	17	No	520 lb.
Unicorn[3]	20	No	1,200 lb.
Dire boar	27	No	3,120 lb.
Dire wolverine	22	No	1,560 lb.
Giant eagle	18	80 ft. (average)	200 lb.
Giant owl	18	70 ft. (average)	200 lb.
Pegasus[1]	18	120 ft. (average)	300 lb.
	18	No	900 lb.
Rhinoceros	26	No	2,760 lb.
Sea cat[2]	19	No	700 lb.
Dire lion	25	No	2,400 lb.
Griffon	18	80 ft. (average)	200 lb.

Mount (Small Rider)	Str	Fly?	Carry
Monstrous spider, Medium	11	—	115 lb.
Porpoise[2]	11	—	115 lb.
Riding dog	15	—	300 lb.
Shark, Medium[2]	13	—	150 lb.
Warpony	15	—	300 lb.
Fiendish riding dog	15	—	300 lb.
Celestial warpony	15	—	300 lb.
Dire bat	17	40 ft. (good)	172 lb.
Dire badger	14	—	262 lb.
Dire weasel	14	—	262 lb.
Lizard, monitor	17	—	390 lb.

1 A creature capable of flying as well as ground-based movement uses the carrying capacity on the first line of its entry if it is flying. If it is not flying, the carrying capacity on the second line of its entry applies.

2 Aquatic characters only.

3 Traditionally, unicorns only allow female human or female elf riders.

Str: The mount's typical (minimum) Strength score, from the *Monster Manual.* Creatures of greater size (Large, Huge, or Gargantuan) have a higher Strength score and thus a greater carrying capacity.

Fly?: The mount's fly speed, if it can fly.

Carry: The weight of the heaviest load the mount can carry—the light load limit for a flying mount, or the maximum load (heavy load limit) for a nonflyer.

The expressions in the left-hand column of the table refer to the current level of the paladin in relation to the level at which a particular kind of mount becomes available. For instance, the dire boar becomes available as a mount when a paladin reaches 7th level, so the information on the "Level to Level + 2" line applies to such a mount when the paladin is 7th, 8th, or 9th level. When he reaches 10th level, the information on the next line down applies.

Paladin Level by Mount Availability	Bonus HD	Natural Armor Adj.	Str Adj.	Int
Level to Level + 2	+2	+4	+1	6
Level + 3 to Level + 5	+4	+6	+2	7
Level + 6 to Level + 9	+6	+8	+3	8
Level + 10 or higher	+8	+10	+4	9

Another example: A 15th-level halfling paladin has a monitor lizard mount. The monitor lizard becomes available at 6th level, so, for the purpose of the table above, the paladin is at level + 9. Checking that line on the table, you find that a 15th-level paladin's lizard mount has the following attributes: +6 HD, +8 natural armor, +3 Strength adjustment, and Int 8.

A paladin's mount has other special abilities and attributes beyond those mentioned on the table above; see The Paladin's Mount, page 45 of the *Player's Handbook*, for details.

Training an Unusual Mount

The *Player's Handbook* covers training animals under the Handle Animal skill description (page 74 of the Player's Handbook). It mentions that magical beasts of Intelligence 1 or 2 may also be trained using this skill. You can decide if the skill also applies to other creatures of such intelligence.

In other cases, such as vermin, you need to make special provisions if you allow the creatures to be used as mounts at all. You may decide that goblins breed and train a special kind of monstrous spider capable of acting as a mount. You may create a magic item that allows vermin to act as mounts while wearing it. Or you may require that all vermin mounts be fiendish (your players may shudder at the idea of celestial vermin).

Intelligent Mounts

Mounts with Intelligence scores of 5 or higher are more like NPCs than they are like traditional mounts. As a result, characters must use Diplomacy checks to negotiate what the mount will and will not do (see Influencing NPC Attitudes, page 72 of the *Player's Handbook*). Once the character and mount reach an agreement, they still must train together. Training time is as given under the Handle Animal skill (page 74 of the *Player's Handbook*). Intelligent mounts may insist on special care, such as a hireling devoted to that specific mount, special food, or even a share of the party treasure.

Leadership and Mounts

Canny characters may try using the Leadership feat to attract a cohort that can serve as a mount. This feat cannot attract a mount with an Intelligence of less than 4. If the character already has a special mount, familiar, or animal companion, the character takes a –2 penalty to his Leadership score. The table in the Special Cohorts section (page 199) includes some cohorts that can also serve as mounts; use these as a guideline if you want to add more examples.

Animal Companions

Druids can begin play with animal companions, which are something like cohorts, and rangers can gain them during their careers. Use the following rules of thumb to adjudicate situations that may arise when characters have animal companions.

While the class descriptions in the *Player's Handbook* list the animals available as companions, those lists assume the character spends most of his time in the animals' home territory and treats them well. If he spends most of his time at sea, in cities, or otherwise in places that the animals don't like, his animals are likely to desert. Remember, these creatures are loyal friends but not pets or servants. They won't remain loyal if being the character's friend becomes too onerous.

The animal is still an animal. It's not a magical beast, as a familiar or a paladin's mount is. While it may have learned some tricks, it's still no more intelligent than any other animal of its kind, and it retains all its bestial instincts. Unlike intelligent followers or

cohorts, animals can't follow complex instructions, such as "Attack the gnoll with the wand." A character can give a simple verbal command, such as "Attack" or "Come," as a free action, provided such a command is among the tricks the animal has learned. A more complex instruction, such as telling an animal to attack and pointing out a specific target, is a standard action. Animals are ill-equipped to handle unusual situations, such as combats with invisible opponents, and they typically hesitate to attack weird and unnatural creatures, such as beholders and oozes.

Left to its own judgment, an animal follows a character and attacks creatures that attack him (or that attack the animal itself). To do more than that, it needs to learn tricks as described under the Handle Animal skill, page 74 of the *Player's Handbook*.

EPIC CHARACTERS

Regardless of the method used to attain 21st level, once a character reaches that point he is considered an epic character. Epic characters—those characters whose character level is 21st or higher—are handled slightly differently than nonepic characters. While they continue to gain most of the customary benefits of gaining levels, some benefits are replaced by alternative gains.

Despite the twenty-level limit indicated in the *Player's Handbook*, you can advance a class level beyond 20th by using the rules in this book. You can also advance the class level of a ten-level prestige class beyond 10th level, but only if the character level of the advancing character is already 20th or higher. You cannot advance the class level of a class with fewer than ten levels beyond the maximum described for that class, regardless of the character level of the advancing character.

Epic Save Bonus: A character's base save bonus does not increase after his character level reaches 20th. However, he does receive a cumulative +1 epic bonus on all saving throws every even-numbered level after 20th, as shown on Table 6–18: Epic Save and Epic Attack Bonuses. In other words, an epic character has a +1 epic bonus on all saving throws at 22nd level, a +2 epic bonus on all saving throws at 24th level, and so on.

Epic Attack Bonus: Similarly, a character's base attack bonus does not increase after his character level reaches 20th. However, he does receive a cumulative +1 epic bonus on all attack rolls every odd-numbered level after 20th, as shown on Table 6–18: Epic Save and Epic Attack Bonuses.

Experience Points: This column on Table 6–19: Epic Experience and Level-Dependent Benefits shows the experience point total needed to achieve a given character level. For multiclass characters, experience points determine overall character level, not individual class levels.

Though Table 6–19 only shows experience point totals through 30th level, you can calculate the experience points needed to reach 31st level and higher. Simply add a character's current level times 1,000 XP to the experience points required to attain the character's current level. For instance, reaching 31st level would require 30 × 1,000 XP (or 30,000 XP), + 435,000 XP, for a total of 465,000 XP.

Class Skill Max Ranks: The maximum number of skill ranks a character can have in a class skill is equal to his character level +3.

Cross-Class Skill Max Ranks: For cross-class skills, the maximum ranks are one-half the maximum for a class skill.

Feats: Every character gains one feat at every level divisible by three (21st, 24th, 27th, and so on). Note that these feats are in addition to any bonus feats granted in the class descriptions later in this chapter.

Ability Increases: Upon attaining any level divisible by four (20th, 24th, 28th, and so on), a character increases one of his ability scores by 1 point. The player chooses which ability score to improve.

For multiclass characters, feats and ability increases are gained according to overall character level, not class level. Thus, a 13th-level wizard/11th-level fighter is a 24th-level character overall and eligible for both a feat and an ability score increase.

EPIC CLASS FEATURES

Because the *Player's Handbook* contains information on advancement only up to 20th level in any given class, this book expands each class's progression of class features beyond 20th level.

Many, but not all, class features continue to accumulate after 20th level. The following guidelines describe how the epic class progressions in this section work.

- As noted earlier, class-related base save bonuses and base attack bonus don't increase after 20th level. Thus, these class tables have no columns for base save bonuses or base attack bonus. Instead, use Table 6–18: Epic Save and Epic Attack Bonuses to determine the character's epic bonus on saving throws and attacks.
- A character continues to gain Hit Dice and skill points as normal beyond 20th level.
- Generally speaking, any class feature that uses the character's class level as part of a mathematical formula, such as a paladin's lay on hands ability, the DC to resist a monk's stunning fist attack, or a bard's bardic knowledge check, continues to increase using the character's class level in the formula. A 22nd-level paladin with a Charisma of 20 can lay on hands for (22 × 5) 110 hit points per day. The DC to resist a 24th-level monk's stunning attack would be 10 + 12 (1/2 the monk's level) + the monk's Wis modifier. A 30th-level bard would add his Int modifier + 30 to bardic knowledge checks.
- Any prestige class feature that calculates a save DC using the class level (such as the assassin's death attack) should add only half the character's class levels above 10th. Thus, a 24th-level assassin's death attack would have a save DC of 27 +

Table 6–18: Epic Save and Epic Attack Bonuses

Character Level	Epic Save Bonus	Epic Base Attack Bonus
21st	+0	+1
22nd	+1	+1
23rd	+1	+2
24th	+2	+2
25th	+2	+3
26th	+3	+3
27th	+3	+4
28th	+4	+4
29th	+4	+5
30th	+5	+5

Table 6–19: Epic Experience and Level-Dependent Benefits

Character Level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Feats	Ability Score Increases
21st	210,000	24	12	8th	—
22nd	231,000	25	12-1/2	—	—
23rd	253,000	26	13	—	—
24th	276,000	27	13-1/2	9th	6th
25th	300,000	28	14	—	—
26th	325,000	29	14-1/2	—	—
27th	351,000	30	15	10th	—
28th	378,000	31	15-1/2	—	7th
29th	406,000	32	16	—	—
30th	435,000	33	16-1/2	11th	—
+1	+1,000 XP × current level	+1	+1/2	+1 per 3	+1 per 4

Intelligence modifier (10 + class level up to 10th + 1/2 class levels above 10th).

- For spellcasters, caster level continues to increase after 20th level. Thus, a 23rd-level wizard casts as a 23rd-level character, while a 24th-level paladin's caster level is 12th (one-half his class level). However, a character's spells per day don't increase after 20th level.
- The powers of familiars, special mounts, and fiendish servants continue to increase as their masters gain levels, if they're based on a formula that includes the caster's level.
- Any class features that increase or accumulate as part of a repeated pattern (such as a rogue's sneak attack or the number of times per day a barbarian can rage) also continue to increase or accumulate after 20th level at the same rate. A 27th-level rogue adds +14d6 damage to his sneak attacks. A 32nd-level barbarian can rage nine times per day. An exception to this rule is any bonus feat progression granted as a class feature. If a character gets bonus feats as part of a class feature (such as the feats gained by fighters and wizards), these do not increase with epic levels. Instead, these classes get a new bonus feat progression (described in each class summary below).
- In addition to the class features retained from lower levels, each class gains a bonus feat every two, three, four, or five levels after 20th. This benefit augments each class's progression of class features, because not all classes otherwise improve class features after 20th level. These bonus feats are in addition to the feat that every character gets every three levels (as per Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*).
- A character doesn't gain any new class features beyond 20th level. Class features with a progression that slows or stops before 20th level (such as the monk's unarmed damage) and features that have a limited list of options (such as the rogue's special abilities) do not improve as a character attains epic level. Likewise, class features that are gained only at a single level (such as a barbarian's fast movement) do not improve.

Adding a Second Class

When an epic character with levels in only one class attains a new level, he may choose to increase the level of his current class or pick up a new class at 1st level. The standard rules for multiclassing in the *Player's Handbook* (page 59) still apply, but epic characters must keep in mind the rules for epic advancement.

An epic character gains the class skills, weapon proficiency, armor proficiency, spells, and other class features of the new class, as well as a Hit Die of the appropriate size. In addition, the character gets the usual skill points from the new class. Just as with standard multiclassing, adding the second class does not confer some of the benefits for a 1st-level character, including maximum hit points from the first Hit Die, quadruple the per-level skill points, starting equipment, starting gold, or an animal companion.

An epic character does not gain the base attack bonuses and base save bonuses normally gained when adding a second class. Instead, the character uses the epic attack bonus and epic save bonus progression shown on Table 6–18: Epic Save and Epic Attack Bonus.

EPIC BARBARIAN

An epic barbarian is a terror to behold. The very incarnation of rage, this furious warrior can cut his opponents to ribbons with awe-inspiring ease.

Hit Die: d12.

Skill Points at Each Additional Level: 4 + Int modifier.

Barbarian Rage: The epic barbarian gains one use of rage per day every four levels higher than 20th (7/day at 24th, 8/day at 28th, and so on).

Trap Sense (Ex): The epic barbarian's bonus increases by +1 every three levels higher than 18th (+7 at 21st, +8 at 24th, and so on).

Damage Reduction (Ex): The epic barbarian's damage reduction increases by 1 point every three levels higher than 19th (6/– at 22nd, 7/– at 25th, and so on).

Bonus Feats: The epic barbarian gains a bonus feat every four levels higher than 20th (24th, 28th, and so on).

EPIC BARD

An epic bard's music can move even the cruelest, most soulless creature, or inspire his allies to the heights of power and bravery.

Hit Die: d6.

Skill Points at Each Additional Level: 6 + Int modifier.

Spells: The bard's caster level is equal to his class level. The bard's number of spells per day does not increase after 20th level. The bard does not learn additional spells.

Bardic Music: The bard gains no new bardic music effects from his Perform ranks.

Bardic Knowledge: Add the bard's class level + Intelligence modifier to all bardic knowledge checks, as normal.

BEHIND THE CURTAIN: A LIMIT TO ATTACKS AND SAVES

Why don't base attack bonus and base save bonus increase after 20th level? Ultimately, these are game play issues.

If base attack bonuses continued to increase, every character would eventually have so many attacks per round that the game would slow to a crawl. What's worse, only the first few attacks would be significant, because the dropoff in attack bonuses means that later attacks have almost no chance to hit. For this reason, the rules establish a cap on a character's base attack bonus, because the base attack bonus determines the number of attacks per round a character can make. After 20th level, your base attack bonus never improves. You gain epic bonuses and other bonuses on your attack roll, but these don't ever increase your base attack bonus and thus never grant you additional attacks.

This limit doesn't apply to the base attack bonus derived strictly from a monster's Hit Dice. For instance, a titan with 21 HD using the advancement rules in the *Monster Manual* has a base attack bonus of +21. Thus, another cap exists: A high base attack bonus never grants a creature more than four attacks with any given weapon using the full attack option. Other effects (such as weapons with the speed special ability, certain feats, and class abilities such as the monk's special unarmed attack progression) may grant additional actions or attacks that exceed this limit. But regardless of how high a creature's base attack bonus gets, it can never make more than four attacks with that weapon using a full attack action.

The limit to the base saving throw bonuses is also a game play issue. Saving throw bonuses up to 20th level progress at different rates ("good" vs. "poor" saves; see Table 3–1 on page 22 of the *Player's Handbook*). If that progression were allowed to continue, the difference between a character's base save bonuses will eventually grow so great that two different situations with the same save DC would present two threats of wildly differing magnitude. The difference between the good and poor saving throw bonuses for a 60th-level character, for example, would be 12 points (+32 versus +20). Add in the bonuses from high ability scores and magic items that a character probably has, and you can expect the gap to widen further. This leads to situations where a character might succeed on a given Fortitude save with a result of 2 or higher, but might require a 20 to succeed on a Reflex save with the same DC. For this reason, base save bonuses don't increase after 20th level, although the epic save bonus increases at a fixed rate for all epic characters.

Bonus Feats: The epic bard gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

Inspire Courage (Su): The epic bard's bonus when this ability is used increases by +1 every six levels higher than 20th (26th, 32nd, and so on).

EPIC CLERIC

In a typical world, the epic cleric stands as one of his deity's most elite servants. In an adventuring party, he must also stand as the solid center of the group, providing power and assistance to his companions.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The cleric's caster level is equal to his class level. The cleric's number of spells per day does not increase after 20th level.

Turn or Rebuke Undead: Use the cleric's class level to determine the most powerful undead affected by a turn or rebuke check and the turning damage, just as normal.

Bonus Feats: The epic cleric gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

EPIC DRUID

The epic druid is a mighty symbol of the power of the natural world, able to focus the primal forces of the elements to do his bidding.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The druid's caster level is equal to his class level. The druid's number of spells per day does not increase after 20th level.

Animal Companion: The epic druid's animal companion continues to increase in power. At every three levels higher than 18th (21st, 24th, 27th, and so on), the companion gains +2 bonus Hit Dice, its natural armor increases by 2, its Strength and Dexterity modifiers increase by 1, and it learns one additional bonus trick.

Wild Shape (Su): The druid can use this ability to take the form of an animal one additional time per day every four levels higher than 18th (7/day at 22nd, 8/day at 26th, and so on). The druid's ability to wild shape into an elemental does not improve.

Bonus Feats: The epic druid gains a bonus feat every four levels higher than 20th.

EPIC FIGHTER

The epic fighter is a combat machine, a master of more battle maneuvers than any other character in the game. More than a mere sword-swinger, the epic fighter knows how to best his opponents in any arena.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic fighter gains a bonus feat every two levels higher than 20th (22nd, 24th, 26th, and so on).

EPIC MONK

The epic monk has achieved an inner tranquility that lesser characters can't even dream of. His speed, power, grace, and force of will are unmatched by mortal beings.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

AC Bonus (Ex): The monk's bonus to Armor Class when unarmored increases by +1 every five levels higher than 20th (+5 at 25th, +6 at 30th, and so on).

Unarmed Strike: The damage for a monk's unarmed strike does not increase after 20th level.

Unarmored Speed Bonus: The epic monk's speed when wearing no armor increases by 10 feet every three levels higher than 18th (+70 ft. at 21st, +80 ft. at 24th, and so on).

***Ki* Strike (Su):** The monk's *ki* strike ability does not automatically increase with class level after 16th level.

Wholeness of Body (Su): The epic monk can cure up to twice his class level in hit points each day, as normal.

Abundant Step (Su): Use the monk's class level when determining the effective caster level of this ability, as normal.

Diamond Soul (Ex): The epic monk's spell resistance is equal to his class level +10, as normal.

Quivering Palm (Su): Use the monk's class level when determining the DC to resist this attack, as normal.

Empty Body (Su): Use the monk's class level when determining the duration of this effect, as normal.

Bonus Feats: The epic monk gains a bonus feat every five levels higher than 20th (25th, 30th, and so on).

EPIC PALADIN

The epic paladin stands at the forefront of the battle against chaos and evil in the world, shining as a beacon of hope to all who fight the good fight.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Lay on Hands (Su): Each day the epic paladin can cure a total number of hit points equal to his Charisma bonus (if any) times his class level, as normal.

Smite Evil (Su): The epic paladin adds his class level to damage with any smite evil attack, as normal. He can smite one additional time per day for every five levels higher than 20th (6/day at 25th, 7/day at 30th, and so on).

Turn Undead (Su): The paladin turns undead as a cleric of three levels lower, as normal.

Spells: The paladin's caster level is equal to one-half his class level, as normal. The paladin's number of spells per day does not increase after 20th level.

Special Mount: The epic paladin's special mount continues to increase in power. Every five levels higher than 20th (25th, 30th, 35th, and so on), the special mount gains +2 bonus Hit Dice, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1. The mount's spell resistance equals the paladin's class level + 5.

***Remove Disease* (Sp):** The epic paladin can use *remove disease* one additional time per week for every three levels higher than 18th (6/week at 21st, 7/week at 24th, and so on).

Bonus Feats: The epic paladin gains a bonus feat every three levels higher than 20th (23rd, 26th, 29th, and so on).

EPIC RANGER

Whether cunning protector of the wild or cold-blooded hunter of the weak, the epic ranger is one with the wilderness, moving with deadly grace and keen mind through the natural world.

Hit Die: d8.

Skill Points at Each Additional Level: 6 + Int modifier.

Spells: The ranger's caster level is equal to one-half his class level, as normal. The ranger's number of spells per day does not increase after 20th level.

Animal Companion: The epic ranger's animal companion continues to increase in power as normal. For rangers above 41st level, consult the epic druid for details on how an animal companion's power level increases.

Favored Enemy (Ex): The epic ranger gains one additional favored enemy, and his bonuses against one category of favored enemies go up by +2, every five levels higher than 20th (6th enemy at 25th, 7th enemy at 30th, and so on).

Bonus Feats: The epic ranger gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

EPIC ROGUE

The epic rogue is a trickster and a thief, a trap-detector and a tale-spinner. His skills are legendary and his tales of derring-do even more so. If you listen to the stories, there's nothing he can't do.

Hit Die: d6.

Skill Points at Each Additional Level: 8 + Int modifier.

Sneak Attack: The epic rogue's sneak attack damage increases by +1d6 at every odd-numbered level (+11d6 at 21st, +12d6 at 23rd, and so on).

Special Abilities: The rogue does not gain additional rogue special abilities after 19th level, but can choose a rogue special ability from the *Player's Handbook* (crippling strike, defensive roll, improved evasion, opportunist, skill mastery, and slippery mind) instead of a bonus feat.

Bonus Feats: The epic rogue gains a bonus feat every four levels higher than 20th (24th, 28th, and so on).

EPIC SORCERER

The epic sorcerer has grown his natural arcane ability to mythical proportions, but the need for ever-greater power never abates.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The sorcerer's caster level is equal to his class level. The sorcerer's number of spells per day does not increase after 20th level. The sorcerer does not learn additional spells.

Familiar: The epic sorcerer's familiar continues to increase in power. Every two levels higher than 20th (22nd, 24th, and so on) the familiar's natural armor bonus and Intelligence each increase by +1. The familiar's spell resistance is equal to the master's level + 5. At 21st level and again every ten levels higher than 21st, the familiar gains the benefit of the Familiar Spell epic feat for a spell of its master's choice.

Bonus Feats: The epic sorcerer gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

EPIC WIZARD

To the epic wizard, knowledge is power, and the quest for knowledge is never-ending. The secrets of greater magic and the creation of artifacts tempt the epic wizard, who pursues these secrets across the planes.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The wizard's caster level is equal to his class level. The wizard's number of spells per day does not increase after 20th level. Each time the wizard attains a new level, he learns two new spells of any level or levels that he can cast (according to his new level).

Familiar: The epic wizard's familiar continues to increase in power. Every two levels higher than 20th (22nd, 24th, and so on) the familiar's natural armor bonus and Intelligence each increase by +1. The familiar's spell resistance is equal to the master's level + 5. At 21st level and again every ten levels higher than 21st, the familiar gains the benefit of the Familiar Spell epic feat for a spell of its master's choice.

Bonus Feats: The epic wizard gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

CREATING CHARACTERS ABOVE 20TH LEVEL

If you want to create (or allow players to create) characters above 20th level, use the table below to assign a value for such a character's starting gear.

Character Level	Wealth	Character Level	Wealth
21st	975,000 gp	31st	4,900,000 gp
22nd	1,200,000 gp	32nd	5,600,000 gp
23rd	1,500,000 gp	33rd	6,300,000 gp
24th	1,800,000 gp	34th	7,000,000 gp
25th	2,100,000 gp	35th	7,900,000 gp
26th	2,500,000 gp	36th	8,800,000 gp
27th	2,900,000 gp	37th	9,900,000 gp
28th	3,300,000 gp	38th	11,000,000 gp
29th	3,800,000 gp	39th	12,300,000 gp
30th	4,300,000 gp	40th	13,600,000 gp

Limiting Magic Items: Just as when you create (or allow players to create) characters above 1st level (see page 199), you might wish to rule that a character above 20th level has a limited selection of magic items to choose from, or that he can only spend a certain fraction of his starting wealth on any single piece of equipment.

For instance, you might decide that a newly created character can select any single item that represents no more than 25% of that character's starting wealth, and no more than three additional items each of which is worth more than 10% of his starting wealth. Thus, a newly created 22nd-level character, with a whopping 1,200,000 gp to spend, could have any single item worth no more than 300,000 gp and could have as many as three additional items each of which is worth no more than 120,000 gp.

MONSTERS AS EPIC CHARACTERS

The epic rules in this section also work for monsters with character levels, using the creature's effective character level (ECL) instead of just its class levels. For example, a bugbear (3 Hit Dice and +2 level adjustment) that is also a 14th-level fighter/3rd-level blackguard is ECL 22 and thus gains an epic attack and save bonus.

The *Monster Manual* has level adjustments for many monsters appropriate for use as characters. Use these modifiers to estimate appropriate modifiers for other nonstandard PC races that you might choose to include.

EPIC FEATS

The following feats are available only to epic characters. Whenever an epic character gains a new feat, it can be from among the ones in the *Player's Handbook* or one of the feats described below.

Familiar Spell [Epic]

Your familiar can cast a spell.

Prerequisite: Int 25 (if your spellcasting is controlled by Intelligence) or Cha 25 (if your spellcasting is controlled by Charisma).

Benefit: Choose one spell you know of 8th level or lower, such as *chain lightning* or *circle of death*. Your familiar can now cast this spell once per day as a spell-like ability as a caster of a level equal to your caster level. You cannot bestow a spell upon your familiar if the spell normally has a material component cost of more than 1 gp, or any XP cost.

Special: You can gain this feat multiple times. Each time you take the feat, you can give your familiar a new spell-like ability, or another daily use of the same spell-like ability.

Great Smiting [Epic]

Your smite attacks are much more powerful than normal.

Prerequisites: Cha 25, smite ability (from class feature or domain granted power).

Benefit: Whenever you make a successful smite attack, add twice the appropriate level to damage (rather than just your level).

Special: You may select this feat multiple times. Its effects stack. (Remember that two doublings equals a tripling, and so forth.)

Improved Elemental Wild Shape [Epic]

You can take the form of a larger variety of elementals than normal.

Prerequisites: Wis 25, ability to wild shape into an elemental.

Benefit: Your ability to wild shape into an elemental is expanded to include all elemental creatures (not just air, earth, fire, and water elementals) of any size that you can take when wild shaping into an animal. For instance, if you are normally capable of taking the shape of an animal of Huge size, you can now wild shape into a Huge elemental creature. You gain all extraordinary and supernatural abilities of the elemental whose form you take.

Normal: Without this feat, you may only take the shape of a Small, Medium, or Large air, earth, fire, or water elemental.

Improved Favored Enemy [Epic]

Prerequisites: Five or more favored enemies.

Benefit: Add +1 to the bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and damage rolls against all your favored enemies.

Special: This feat may be taken multiple times. Its effects stack.

Improved Metamagic [Epic]

You can cast spells using metamagic feats more easily than normal.

Prerequisites: Four metamagic feats, Spellcraft 30 ranks.

Benefit: The spell slot modifier of all your metamagic feats is reduced by one level, to a minimum of +1. For instance, you could cast a quickened spell as a spell of three levels higher rather than four levels higher.

This feat has no effect on metamagic feats whose spell slot modifier is +1 or less.

Special: You can gain this feat multiple times. The effects stack, though you can't reduce any metamagic feat's spell slot modifier to less than +1.

Improved Sneak Attack [Epic]

Your sneak attacks are more deadly than normal.

Prerequisite: Sneak attack +8d6.

Benefit: Add +1d6 to your sneak attack damage.

Special: This feat may be taken multiple times. Its effects stack.

Improved Spell Capacity [Epic]

You can prepare spells that exceed the normal limits of spellcasting.

Prerequisite: Ability to cast spells of the normal maximum spell level in at least one spellcasting class.

Benefit: When you select this feat, you gain one spell slot per day of any level up to one level higher than the highest level spell you can already cast in a particular class. For example, if a 21st-level wizard selected this feat, he would gain one wizard spell slot of any level up to 10th. The character must have the requisite ability score (10 + spell level) in order to cast a spell stored in such a slot. If the character has a high enough ability modifier to gain one or more bonus spells for this spell level, he also gains those bonus spells for this spell level.

This feat can't grant spellcasting ability to a class that doesn't have spellcasting ability. A character must use the spell slot in a class of which he can already cast the maximum normal spell level. (For instance, a 5th-level ranger/22nd-level sorcerer couldn't add a ranger spell slot, because he can't cast the maximum normal spell level for ranger. He must add the spell slot to his sorcerer spells.)

Special: You can gain this feat multiple times.

Improved Stunning Fist [Epic]

Prerequisite: Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist.

Benefit: Add +2 to the DC of your stunning attack.

This feat may be taken multiple times. Its effects stack.

Lasting Inspiration [Epic]

Your songs continue to inspire allies long after your words have faded.

Prerequisite: Perform (any one) 25 ranks, bardic music class feature.

Benefit: The effects of your bardic music inspiration abilities last for ten times as long as normal after you stop singing. This has no effect on inspiration abilities that have no duration after you stop singing (such as inspire competence).

Overwhelming Critical [Epic]

Choose one type of melee weapon, such as longsword or greataxe. With that weapon, you do more damage on a critical hit.

Prerequisites: Str 23, Cleave, Great Cleave, Improved Critical (weapon to be chosen), Power Attack, Weapon Focus (weapon to be chosen).

Benefit: When using the weapon you have selected, you deal an extra 1d6 points of damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d6 points of damage instead, and if the multiplier is 4, add an extra 3d6 points of damage instead. (Creatures immune to critical hits can't be affected by this feat.)

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Planar Turning [Epic]

You can turn or rebuke outsiders.

Prerequisites: Wis 25, Cha 25, ability to turn or rebuke undead.

Benefit: You can turn or rebuke outsiders as if they were undead. An outsider has effective turn resistance equal to half its spell resistance (round down).

If you can turn undead, you turn (or destroy) all evil outsiders and rebuke (or command) all nonevil outsiders. If you can rebuke undead, you rebuke (or command) all evil outsiders and rebuke (or command) all nonevil outsiders.

Spell Knowledge [Epic]

You add two additional arcane spells to your repertoire.

Prerequisites: Ability to cast spells of the maximum normal spell level of an arcane spellcasting class.

Benefit: You learn two new arcane spells of any level up to the maximum level you can cast. This feat does not grant any additional spell slots.

Special: You can gain this feat multiple times.

Terrifying Rage [Epic]

While in a rage, you panic your opponents.

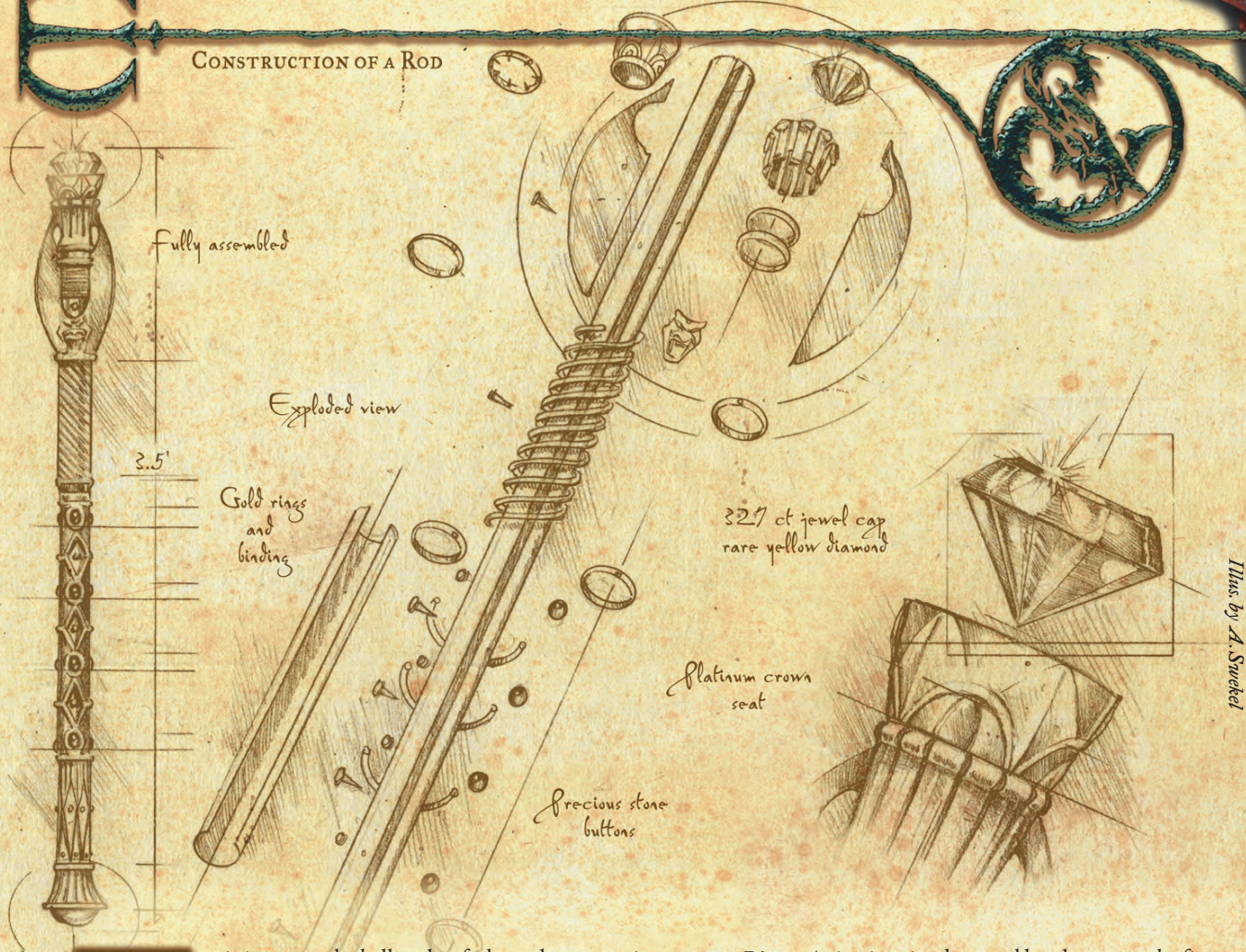
Prerequisites: Intimidate 25 ranks, rage 5/day.

Benefit: While you are raging, any enemy that views you must make a Will save opposed by your Intimidate check or become panicked (if it has HD less than your character level) or shaken (if it has HD equal to or up to twice your character level) for 4d6 rounds. An enemy with Hit Dice greater than twice your character level is not affected by this feat.

BEHIND THE CURTAIN: BUILDING AN EPIC PROGRESSION

The classes of the D&D game are balanced at levels 1st through 20th, but simply continuing the power escalation of each class beyond 20th level would eventually imbalance the game system. That's because not all class features continue to improve or accumulate after 20th level. For example, many of the monk's special abilities are gained only at a certain level and never improve after that point.

That's why every class gets a bonus feat progression in addition to some class features that do accumulate or improve. For some classes, such as the fighter, this bonus feat progression is essentially the only class feature available at epic levels, so it is very rapid (one feat every other level). For other classes, such as the monk or rogue, this feat progression is only part of the class's benefits, so it is much slower (one feat every four levels).



Magic items are the hallmarks of a legendary campaign. They are gleaned from the hoards of conquered monsters, taken from fallen foes, and sometimes crafted by the characters themselves. The most valuable and coveted of all the sorts of treasure that an adventurer could hope to find, magic items grant abilities to a character that he could never have otherwise, or complement his existing capabilities in wondrous ways. Some magic items even have intelligence and are almost NPCs in their own right.

Magic items are divided into categories: armor, weapons, potions, rings, rods, scrolls, staffs, wands, and wondrous items. In addition, some magic items are cursed or intelligent. Finally, a few magic items are of such rarity and power that they are considered to belong to a category of their own: artifacts. Artifacts are classified in turn as minor (extremely rare but not one-of-a-kind items) or major (each one unique and extremely potent).

Armor and Shields: Magic armor (including shields) offers improved, magical protection to the wearer. Some of these items confer abilities beyond a benefit to Armor Class. For instance, a character wearing a +2 *breastplate of etherealness* is not only protected by this magically enhanced armor (+2 enhancement bonus to AC) but can transform his body into an ethereal form.

Weapons: Magic weapons are created with a variety of combat powers and almost always improve the attack and damage rolls of the wielder as well. For example, a +3 *frost dwarven waraxe* adds +3 to attack rolls and damage rolls, and also deals an additional 1d6 points of cold damage.

Potions: A potion is an elixir concocted with a spell-like effect that affects only the drinker. For example, a *potion of gaseous form* is a purplish, oily liquid in a frosted glass vial. It allows a character to dissolve into a wispy mist and float through cracks.

Rings: A ring is a circular metal band worn on the finger (no more than two rings per wearer) that has a spell-like power (often a constant effect that affects the wearer). A *ring of three wishes* has three rubies, each of which holds the power needed to grant the wearer a single *wish*, while a *ring of invisibility* can render its wearer invisible an unlimited number of times.

Rods: A rod is a scepterlike item with a special power unlike that of any known spell. The *rod of lordly might*, for example, can transform into various weapons at the push of a button, as well as become a ladder, a battering ram, and more.

Scrolls: A scroll is a spell magically inscribed onto paper or parchment so that it can be used later. A scroll of *searing light* allows a cleric to cast *searing light* once, as though he had prepared the spell herself, except that any level-based effects—such as range and damage—are based on the level of the scroll's creator, not the user's caster level.

Staffs: A staff has a number of different (but often related) spell effects. For example, a *staff of illumination* is a long shaft of silver, emblazoned with sunbursts. It has the ability to produce light in a variety of forms ranging from a mild *dancing lights* effect to the strong, bright light of a *sunburst* spell. A newly created staff has 50 charges, and each use of the staff depletes one or more of those charges.

Wands: A wand is a short stick imbued with the power to cast a specific spell. A *wand of magic missile* is a useful weapon for a wizard or sorcerer. A

newly created wand has 50 charges, and each use of the wand depletes one of those charges.

Wondrous Items: These objects include magic jewelry, tools, books, clothing, and much more. They range from innocuous items such as a *hat of disguise*, which allows the wearer to take on the appearance of others, to the monstrous *apparatus of Kwalish*, a metallic, crablike construction that characters can ride within and control.

HANDLING MAGIC ITEMS

You should keep all the following information in mind when dealing with magic items.

PLACEMENT AS TREASURE

Including magic items as part of a treasure is a vital task of the DM. It's also a delicately difficult one. It can be tempting to hand out powerful or particularly interesting items too soon or too often. (A smaller number of DMs make the opposite mistake, being too stingy and handing out too few magic items.) A single overpowering item can ruin a whole campaign—but if the PCs don't get enough magic items, they won't be powerful enough to deal with the challenges that have been balanced for characters of their level. The treasure tables (pages 52–53) were designed to help in this regard (see Random Magic Items, page 216). Occasionally, however, you'll want to give your players items you have hand-picked as especially suitable for their characters. Feel free to do this more and more as you gain experience as a DM and—most important—as you become familiar with what the items can and can't do.

Remember that magic items can and probably will be used by the NPCs who own them. If an orc chief has a *+2 longsword* in his treasure hoard, most likely he'll use it in that final battle with the PCs' champion. Creatures such as a medusa or a lammasu might be able to use certain items, such as a *necklace of adaptation*, and even a dragon can drink a potion.

APPEARANCE

Most magic items come into the campaign as treasure found by the PCs. When they find a new item, you have to describe it to them. Describing magic items to the players verbally requires a little forethought on your part. You don't want to say "You see a *+2 short sword* and a *wand of web* on the table." That gives away too much information. Presumably, a character can't tell what bonus a magic weapon has by looking at it, and can't know a wand's spell by its appearance. Even if he could identify an item in this way, that should be because the ability to do so is something that you have consciously decided to incorporate into your game.

You have three approaches to choose from when describing magic items.

Magic Items Appear Mundane: Magic items don't look like anything special. Only *detect magic* or a suspicious, curious, or lucky player (see Trial and Error, below) allows a PC to discover that the stick he's been using as a backscratcher is really a *staff of the magi*. The benefit to this approach is that characters are always curiously examining everything. The drawback is that the characters are *always* curiously examining everything, taking a great deal of time away from the action. You also run the risk of making magic seem dull because magic items are nothing special to look at.

Magic Items Appear Distinctive: Magic items glow, pulse with power, and are covered in runes, gems, and ornate workmanship. In this flashy sort of campaign, appearance usually has a direct relationship to the power of the item. Magic swords glow, and particularly powerful magic swords (encrusted with gems or carved entirely from a single pure gemstone) glow particularly bright. The item's appearance also may be a clue to its powers. A *wand of burning hands* could be carved from cedar or redwood with a fiery pattern etched into its surface in gold leaf. *Boots of speed* might be stitched with the image of a runner on their sides. The benefit of this approach is that magic items always seem grand and marvelous. The drawback is that they also become obvious, to the point of being ostentatious.

Magic Items Vary in Appearance: Magic items vary greatly in appearance, from unremarkable to exotic-looking. (This is the default method. Magic items described in this chapter were handled in this way.) Sometimes great power lies hidden within modest housing. Other times, items indicate their function or level of power in obvious ways. This case-by-case approach has the benefits and drawbacks of both methods above and allows you to focus your level of detail where and when you want to.

IDENTIFYING ITEMS

When PCs find magic items as treasure, they're going to need to figure out what to do. The following methods are available to identify magic items.

Trial and Error: This is often the first approach that a group of PCs tries once they believe they've found a magic item. It's a fun part of any game. Without access to spells that tell what an item does, PCs are free to experiment. This usually entails a PC attempting to use the item. "I put the ring on and jump up and down, flapping my arms," a player might say. If the item happens to be a *ring of jumping*, then the experiment (and the good guesswork) should be rewarded. Or, the character might put the same ring on and ask if he feels anything. In this case, a DM might say, "You feel lightheaded and your stomach lurches upward," or even "You feel particularly light on your feet." With items that are normally completely consumed, allow for minor experimentation. A sip of a potion, for example, might be enough to give a character a tingling sensation and some clue to its function.

Close study of an item might provide some information. A command word could be etched in tiny letters on the inside of a ring, or a feathered design might hint that it allows one to fly. In such a case, a DC 15 (or maybe 20) Search check should reveal the clue.

You might also permit a character to attempt a DC 30 Spellcraft check or Knowledge (arcana) check to determine if he can attune himself with the item's power or if he remembers reading of it once in his studies. The PCs may want to consult bards, sages, or high-level spellcasters who might be able to identify items either through their own spell use, prior knowledge and experience, or research. They might know some details or rumors about an item's history as well. Such consultants always want something in return for the information, of course.

Spells: Obviously, the easiest way for characters to discern whether an object is magical is to use *detect magic*. That spell can also be used to find out a little about an item. When focused on an item, it can determine the school of the spell or spells embedded within it, as well as the strength of the aura the item gives off (based on the caster level). When a character uses *detect magic* on a magic item, the information you provide often serves as a clue to a smart player for identifying the item. Because of this, always be clear about the school of the spell and the caster level. (See the *detect magic* spell description on page 219 of the *Player's Handbook* for exact details.)

The *identify* and *analyze dweomer* spells provide much more information. See their descriptions in the *Player's Handbook*.

DM Explanation: Eventually, you might just break down and tell the players what an item is. That's okay, particularly when the item provides a bonus on actions the PC is already taking. The player of a character using a *+2 short sword*, for example, eventually notices the amount that the sword is helping him and can thereby determine its bonus. Use this option if it becomes a pain for you to keep mentally adding +2 to all the character's attack and damage rolls with that unidentified (to him) item.

Magic Items and *Detect Magic*

When *detect magic* identifies a magic item's school of magic, this information refers to the school of the spell placed within the potion, scroll, or wand, or the prerequisite given for the item. The description of each item provides its aura strength and the school it belongs to.

For items you create, if more than one spell is given as a prerequisite, use the highest-level spell. If no spells are included in the prerequisites, use the following default guidelines.

Item Nature	School
Armor and protection items	Abjuration
Weapons or offensive items	Evocation
Bonus to ability score, on skill check, etc.	Transmutation

USING ITEMS

To use a magic item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly. In most cases, using an item requires a standard action that does not provoke attacks of opportunity. By contrast, spell completion items are treated like spells in combat and do provoke attacks of opportunity.

Activating a magic item is a standard action unless the item description indicates otherwise. However, the casting time of a spell is the time required to activate the same power in an item, whether it's a scroll, a wand, or a pair of boots, unless the item description specifically states otherwise.

The four ways to activate magic items are described below.

Spell Completion: This is the activation method for scrolls. A scroll is a spell that is mostly finished. The preparation is done for the caster, so no preparation time is needed beforehand as with normal spellcasting. All that's left to do is perform the short, simple, finishing parts of the spellcasting (the final gestures, words, and so on). To use a spell completion item safely, a character must be of high enough level in the right class to cast the spell already. If he can't already cast the spell, there's a chance he'll make a mistake (see Scroll Mishaps, page 238, for possible consequences). Activating a spell completion item is a standard action and provokes attacks of opportunity exactly as casting a spell does.

Spell Trigger: Spell trigger activation is similar to spell completion, but it's even simpler. No gestures or spell finishing is needed, just a special knowledge of spellcasting that an appropriate character would know, and a single word that must be spoken. This means that if a wizard picks up a spell trigger activation item (such as a wand or a staff) and that item stores a wizard spell, he knows how to use it. Specifically, anyone with a spell on his spell list knows how to use a spell trigger item that stores that spell. (This is the case even for a character who can't actually cast spells, such as a 3rd-level paladin.) The user must still determine what spell is stored in the item before he can activate it. Activating a spell trigger item is a standard action and does not provoke attacks of opportunity.

Command Word: If no activation method is suggested either in the magic item description or by the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

A command word is the key to the item's lock, as it were. It can be a real word such as "Vibrant," "Square," or "Horse," but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is some seemingly nonsensical word, or a word or phrase from an ancient language no longer in common use. Activating a command word magic item is a standard action and does not provoke attacks of opportunity.

Sometimes the command word to activate an item is written right on the item. Occasionally, it might be hidden within a pattern or design engraved on, carved into, or built into the item, or the item might bear a clue to the command word. For example, if the command word is "King," the item might have the image of a crown etched in its surface. A more difficult version of the same clue might be the name of the local king when the item was made. In this case, the character has to conduct some historical research to identify the name.

The Knowledge (arcana) and Knowledge (history) skills might be useful in helping to identify command words or deciphering clues regarding them. A successful check against DC 30 is needed to come up with the word itself. If that check is failed, succeeding on a second check (DC 25) might provide some insight into a clue.

The spells *identify* and *analyze dweomer* both reveal command words.

Use Activated: This type of item simply has to be used in order to activate it. A character has to drink a potion, swing a sword, interpose a shield to deflect a blow in combat, look through a lens, sprinkle dust, wear a ring, or don a hat. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Continually functioning items, such as a *cloak of resistance* or a *headband of intellect*, are practically always items that one wears. A few, such as a *pearl of power*, must simply be in the character's possession (on his person, not at home in a locked trunk). However, some items made for wearing, such as a *ring of invisibility*, must still be activated. Although this activation sometimes requires a command word (see above), usually it means mentally willing the activation to happen. The description of an item states whether a command word is needed in such a case.

Unless stated otherwise, activating a use-activated magic item is either a standard action or not an action at all and does not provoke attacks of opportunity, unless the use involves performing an action that provokes an attack of opportunity in itself, such as running out of a threatened square while wearing magic boots. If the use of the item takes time (such as drinking a potion or putting on or taking off a ring or hat) before a magical effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time (such as swinging a magic sword that has a built-in enhancement bonus), use activation is not an action at all.

Use activation doesn't mean that if you use an item, you automatically know what it can do. Putting on a *ring of jumping* does not immediately activate it. You must know (or at least guess) what the item can do and then use the item in order to activate it, unless the benefit of the item comes automatically, such from drinking a potion or swinging a sword.

SIZE AND MAGIC ITEMS

When an article of magic clothing or jewelry is discovered, most of the time size shouldn't be an issue. Many magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer. As a rule, size should not keep overweight characters, characters of various genders, or characters of various kinds from using magic items. Players shouldn't be penalized for choosing a halfling character or deciding that their character is especially tall.

Only say "It doesn't fit" if there's a good reason. Cloaks made specifically by the selfish, self-absorbed drow elves might fit only elves. Dwarves might make items usable only by dwarf-sized and dwarf-shaped characters to keep their items from being used against them. Such items should be the exceptions, however, not the rule.

Armor and Weapon Sizes: Armor and weapons that are found at random have a 30% chance of being Small (01–30), a 60% chance of being Medium (31–90), and a 10% chance of being any size of the DM's choice (91–100).

MAGIC ITEMS ON THE BODY

Many magic items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as twelve magic items at the same time. However, each of those items must be worn on (or over) a particular part of the body.

A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups, keyed to which place on the body the item is worn.

- One headband, hat, helmet, or phylactery on the head
- One pair of eye lenses or goggles on or over the eyes
- One amulet, brooch, medallion, necklace, periapt, or scarab around the neck
- One vest, vestment, or shirt on the torso
- One robe or suit of armor on the body (over a vest, vestment, or shirt)
- One belt around the waist (over a robe or suit of armor)
- One cloak, cape, or mantle around the shoulders (over a robe or suit of armor)
- One pair of bracers or bracelets on the arms or wrists
- One glove, pair of gloves, or pair of gauntlets on the hands
- One ring on each hand (or two rings on one hand)
- One pair of boots or shoes on the feet

Of course, a character may carry or possess as many items of the same type as he wishes. He can have a pouch full of magic rings, for example. But he can only benefit from two rings at a time. If he puts on a third ring, it doesn't work. This general rule applies to other attempts to "double up" on magic items—for instance, if a character puts on another magic cloak on top of one he is already wearing, the second cloak's power does not work.

Some items, such as a *necklace of fireballs*, can be worn or carried without taking up space on a character's body. The description of an item indicates when an item has this property.

SAVING THROWS AGAINST MAGIC ITEM POWERS

Magic items produce spells or spell-like effects. For a saving throw against a spell or spell-like effect from a magic item, the DC is 10 + the level of the spell or effect + the ability modifier of the minimum ability score needed to cast that level of spell. For example, a 2nd-level spell's save DC would be 10 + 2 (for the spell being 2nd level) + 1 (for needing at least a 12 in the relevant ability score to cast a 2nd-level spell), or a total of 13.

Staffs are an exception to the rule. Treat the saving throw as if the wielder cast the spell, including caster level and all modifiers to save DC. For example, if Devis the bard triggers *charm person* from a *staff of charming*, it will have a save DC of 14 because Devis has a Charisma of 17. If Nebin the wizard triggers *charm person* from the same staff, it has a DC of 16 because his Intelligence score is 18 and he has the Spell Focus (enchantment) feat.

Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact spell equivalent (making its level otherwise difficult to determine quickly).

DAMAGING MAGIC ITEMS

A magic item doesn't need to make a saving throw unless it is unattended, it is specifically targeted by the effect, or its wielder rolls a natural 1 on his save. Magic items should always get a saving throw against spells that might deal damage to them—even against attacks from which a nonmagical item would normally get no chance to save. Magic items use the same saving throw bonus for all saves, no matter what the type (Fortitude, Reflex, or Will). A magic item's saving throw bonus equals 2 + one-half its caster level (round down). For example, a *lantern of revealing*, with a caster level of 5th, has a Reflex save bonus of +4 if it is caught in a *fireball*, and a Fortitude save bonus of +4 if someone attempts to *disintegrate* it. The only exceptions to this are intelligent magic items, which make Will saves based on their own Wisdom scores.

Magic items, unless otherwise noted, take damage as nonmagical items of the same sort. A damaged magic item continues to function, but if it is destroyed, all its magical power is lost.

REPAIRING MAGIC ITEMS

Some magic items (especially magic weapons and shields) take damage over the course of an adventure. It costs no more to repair a magic item with the Craft skill than it does to repair its nonmagical counterpart. The *make whole* spell also repairs a damaged—but not completely broken—magic item.

INTELLIGENT ITEMS

Some magic items, particularly weapons, have an intelligence all their own. Only permanent magic items (as opposed to those with a single use or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.)

In general, less than 1% of magic items have intelligence. Use them sparingly in your campaign, because they require more work on the part of both player and DM.

See Intelligent Items, page 268, for more information.

CURSED ITEMS

Some items are cursed—incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature. Randomly generated items are cursed 5% of the time. If you wish to include faulty and/or dangerous magic items in your campaign, see Cursed Items, page 272, for more information.

CHARGES, DOSES, AND MULTIPLE USES

Many items, particularly wands and staffs, are limited in power by the number of charges they hold. Normally, charged items have 50 charges at most. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number of charges left (round down, minimum 1). If the item has a maximum number of charges other than 50, roll randomly to determine how many charges are left. For example, a random *ring of three wishes* has 1d3 *wishes* left.

Prices listed are always for fully charged items. (When an item is created, it is fully charged.) For an item that's worthless when its charges run out (which is the case for almost all charged items), the value of the partially used item is proportional to the number of charges left. A wand with 20 charges, for example, is

VARIANT: NEW MAGIC ITEMS

In the same way that you can invent new spells and monsters for your campaign, you can invent new magic items. In the same way that a PC spellcaster can research a new spell, a PC may be able to invent a new kind of magic item. And just as you have to be careful about new spells, you need to be careful with new magic items.

Use the magic item descriptions in this chapter as examples on which to base new magic items. A new magic item needs all the information that similar, existing magic items have, possibly including activation type, activation time, and caster level. You should also be ready to determine the market value of a new magic item, even one that the PCs simply find, in case a character wants to sell it or duplicate it.

worth 40% of the value of a fully charged wand (with 50 charges). For an item that has usefulness in addition to its charges, only part of the item's value is based on the number of charges left (DM's discretion).

Some items, such as arrows, sticks of incense, pinches of magic dust, and potions, are single-use and expendable. Such items can often be found in sets or groups. For example, it's common to come upon a pouch with more than one handful of *dust of disappearance*, or a flask with multiple 1-ounce doses of a *potion of cure light wounds*. These are priced and weighted in the random tables as single items, but you can allow more of such items when they are determined. For example, if three minor magic items are indicated in a treasure hoard and you get *incense of meditation* on the first roll, you might decide that all three items are sticks of incense. Such placement makes for more logical hoards of treasure for adventurers.

MAGIC ITEM DESCRIPTIONS

In the following sections, each general type of magic item, such as armor or potions, gets an overall description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other material. The AC, hardness, hit points, and break DC are given for typical examples of some magic items. The AC assumes that the item is unattended and includes a –5 penalty for the item's effective Dexterity of 0. If a creature holds the item, use the creature's Dexterity modifier in place of the –5 penalty.

Some individual items, notably those that simply store spells and nothing else, don't get full-blown descriptions. Reference the spell's description in the *Player's Handbook* for details, modified by the form of the item (potion, scroll, wand, and so on). Assume that the spell is cast at the minimum level required to cast it, unless you choose to make it higher for some reason (which increases the cost of the item; see Table 7–33: Estimating Magic Item Gold Piece Values). The main reason to make it higher, of course, would be to increase the power of the spell. This decision is common for spells dependent on level, such as *fireball*, for which damage is everything, or *summon monster*, in which duration can increase the power of the spell dramatically.

Items with full descriptions have their powers detailed, and each of the following topics is covered in notational form at the end of the description.

- **Aura:** Most of the time, a *detect magic* spell will reveal the school of magic associated with a magic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry in the form of a phrase such as "Strong transmutation." See the *detect magic* spell description in the *Player's Handbook* for details.
- **Caster Level:** The next item in a notational entry gives the caster level of the item, indicating its relative power (just as a spell's caster level measures its power). The caster level determines the item's saving throw bonus, as well as range or other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a *dispel magic* spell or similar situation. This information is given in the form "CL x," where "CL" is an abbreviation for caster level and "x" is an ordinal number representing the caster level itself.

  For potions, scrolls, and wands, the creator can set the caster level of an item at any number high enough to cast the stored spell and not higher than his own caster level. For example, at 5th level, Nebin could scribe a scroll of *invisibility* at caster level 3rd (making it last 3 minutes), caster level 4th (4 minutes), or caster level 5th (5 minutes). For other magic items, the caster level is determined by the creator. The minimum caster level is that which is needed to meet the prerequisites given.
- **Prerequisites:** Certain requirements must be met in order for a character to create a magic item. These include feats, spells, and miscellaneous requirements such as level, alignment, and race or kind. The prerequisites for creation of an item are given immediately following the item's caster level.

  A spell prerequisite may be provided by a character who has prepared the spell (or who knows the spell, in the case of a sorcerer or bard), or through the use of a spell completion or spell trigger magic item or a spell-like ability that produces the desired spell effect. For each day that passes in the creation process, the creator must expend one spell completion item (such as a scroll) or one charge from a spell trigger item (such as a wand), if either of those objects is used to supply a prerequisite.

  It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary, such as if one character knows some of the spells necessary to create an item and another character knows the rest.

  If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known. (It's generally sensible, although not mandatory, for the highest-level character involved to be considered the creator.) The character designated as the creator pays the XP required to make the item.

  Typically, a list of prerequisites includes one feat and one or more spells (or some other requirement in addition to the feat). When two spells at the end of a list are separated by "or," one of those spells is required in addition to every other spell mentioned prior to the last two. For example, the prerequisites for a *ring of three wishes* are "Forge Ring, *wish* or *miracle*," meaning that either *wish* or *miracle* is required as well as the Forge Ring feat.
- **Market Price:** This gold piece value, given following the word "Price," represents the price someone should expect to pay to buy the item. The market price for an item that can be constructed with an item creation feat is usually equal to the base price plus the price for any components (material or XP).
- **Cost to Create:** The next part of a notational entry is the cost in gp and XP to create the item, given following the word "Cost." This information appears only for items with components (material or XP), which make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the costs of the components. Items without components do not have a "Cost" entry. For them, the market price and the base price are the same. The cost in gp is 1/2 the market price, and the cost in XP is 1/25 the market price.
- **Weight:** The notational entry for many wondrous items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

MAGIC ITEM NAMES

Spell-storing magic items—primarily potions and wands—have names that simply reflect the spell stored within them, such as a *wand of fireball* or *potion of haste*. In the game world, these may be replaced by more sophisticated or evocative names. The straightforward names of spell-storing items also distinguish them from

more powerful items with more interesting names such as the *staff of power*, the *robe of the archmagi*, or a *holy avenger* sword.

Table 7–1: Random Magic Item Generation

Minor	Medium	Major	Item
01–04	01–10	01–10	Armor and shields (Table 7–2)
05–09	11–20	11–20	Weapons (Table 7–9)
10–44	21–30	21–25	Potions (Table 7–17)
45–46	31–40	26–35	Rings (Table 7–18)
—	41–50	36–45	Rods (Table 7–19)
47–81	51–65	46–55	Scrolls (Table 7–20)
—	66–68	56–75	Staffs (Table 7–25)
82–91	69–83	76–80	Wands (Table 7–26)
92–100	84–100	81–100	Wondrous items (Tables 7–27, 7–28, and 7–29)

RANDOM MAGIC ITEMS

The adventurers have slain the evil lich and are plundering his ancient tomb. What wonders does it hold? Well, the DM has already used Table 3–5: Treasure (page 52), some of the results of which then referred to Table 7–1: Random Magic Item Generation, above (a good reason to always prepare treasure hoards ahead of time). Chapter 3 also contains references to minor, medium, and major magic treasures. Minor magic treasures are fairly meager, medium magic treasures are the most standard (worth about ten to twelve times that of a minor), and major treasures are the greatest of hauls (worth about four times as much as a medium treasure, on average).

Follow this procedure to generate a magic item as part of a treasure hoard.

1. When Table 3–5 indicates a minor, medium, or major magic treasure, you can use Table 7–1: Random Magic Item Generation to determine the specific type of magic item—such as a scroll, wand, or weapon. Optionally, you can roll d%: On a result of 01–05, refer to Table 7–31: Specific Cursed Items rather than rolling on the standard tables.

2. Refer to the table that corresponds to the type of item indicated in step 1. These tables produce an appropriate item for each type (scroll, wand, wondrous item, and so on) and rating (minor, medium, or major).

3. Once the type of item has been determined, roll d% for special qualities:

Wand or Staff: If the item is a wand or staff, a 01–30 result indicates that something (a design, inscription, or the like) provides a clue to its function, and 31–100 indicates no special qualities.

Armor, Shield, Ring, Rod, or Wondrous Item: If the item is one of these types, a 01–31 result indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities.

Ranged Weapons: If the item is a ranged weapon, a 01–15 result indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 16–100 indicates no special qualities.

Melee Weapons: If the item is a melee weapon, a 01–30 result indicates that the item sheds light, 31–45 indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 46–100 indicates no special qualities.

4. If the item has charges or uses, roll randomly to determine how many charges or uses it has (as described in Charges, Doses, and Multiple Uses, above).

Sometimes you want to pick an item rather than generating it randomly. In this case, simply skim through the listings until you find one to your liking. Note that no artifacts (minor or major) appear anywhere on the random tables. This is deliberate: You must place artifacts intentionally at appropriate places within your campaign.

ARMOR

Magic armor is a common but vital item. In general, it protects the wearer to a greater extent than nonmagical armor. Magic armor bonuses are enhancement bonuses, never rise above +5, and stack with regular armor bonuses (and with shield and magic shield

Table 7–2: Armor and Shields

Minor	Medium	Major	Item	Base Price
01–60	01–05	—	*+1 shield*	1,000 gp
61–80	06–10	-	*+1 armor*	1,000 gp
81–85	11–20	—	*+2 shield*	4,000 gp
86–87	21–30	—	*+2 armor*	4,000 gp
—	31–40	01–08	*+3 shield*	9,000 gp
—	41–50	09–16	*+3 armor*	9,000 gp
—	51–55	17–27	*+4 shield*	16,000 gp
—	56–57	28–38	*+4 armor*	16,000 gp
—	—	39–49	*+5 shield*	25,000 gp
—	—	50–57	*+5 armor*	25,000 gp
—	—	—	*+6 armor/shield*[1]	36,000 gp
—	—	—	*+7 armor/shield*[1]	49,000 gp
—	—	—	*+8 armor/shield*[1]	64,000 gp
—	—	—	*+9 armor/shield*[1]	81,000 gp
—	—	—	*+10 armor/shield*[1]	100,000 gp
88–89	58–60	58–60	Specific armor[2]	—
90–91	61–63	61–63	Specific shield[3]	—
92–100	64–100	64–100	Special ability and roll again[4]	—

1 Armor and shields can't actually have bonuses this high. Use these lines to determine price when special abilities are added in. *Example:* A suit of *+5 armor* that also has the light fortification special ability (+1 modifier) is treated as *+6 armor* for pricing purposes and is priced at 36,000 gp.
2 Roll on Table 7–7: Specific Armors.
3 Roll on Table 7–8: Specific Shields.
4 Roll on Table 7–5: Armor Special Abilities or Table 7–6: Shield Special Abilities.

Table 7–3: Random Armor Type

d%	Armor	Armor Cost[1]
01	Padded	+155 gp
02	Leather	+160 gp
03–17	Studded leather	+175 gp
18–32	Chain shirt	+250 gp
33–42	Hide	+165 gp
43	Scale mail	+200 gp
44	Chainmail	+300 gp
45–57	Breastplate	+350 gp
58	Splint mail	+350 gp
59	Banded mail	+400 gp
60	Half-plate	+750 gp
61–100	Full plate	+1,650 gp

1 Add to enhancement bonus on Table 7–2: Armor and Shields to determine total market price.
All magic armor is masterwork armor (with an armor check penalty 1 less than normal).

Table 7–4: Random Shield Type

d%	Shield	Shield Cost[1]
01–10	Buckler	+165 gp
11–15	Shield, light, wooden	+153 gp
16–20	Shield, light, steel	+159 gp
21–30	Shield, heavy, wooden	+157 gp
31–95	Shield, heavy, steel	+170 gp
96–100	Shield, tower	+180 gp

1 Add to enhancement bonus on Table 7–2: Armor and Shields to determine total market price.
All magic shields are masterwork shields (with an armor check penalty 1 less than normal).

enhancement bonuses). All magic armor is also masterwork armor, reducing armor check penalties by 1.

In addition to an enhancement bonus, armor may have special abilities, such as the ability to resist critical hits or to help the wearer hide. Special abilities often count as additional bonuses for determining the market value of an item, but do not improve AC. A suit of armor cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A suit of armor with a special ability must have at least a +1 enhancement bonus.

A suit of armor or a shield may be made of an unusual material. Roll d%: 01–95 indicates that the item is of a standard sort, and 96–100 indicates that it is made of a special substance such as adamantine or mithral (see Special Materials, page 283).

Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets.

Caster Level for Armor and Shields: The caster level of a magic shield or magic armor with a special ability is given in the item description. For an item with only an enhancement bonus, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Shields: Shield enhancement bonuses stack with armor enhancement bonuses, so that a *+1 heavy steel shield* and *+1 chainmail* grant a total bonus of +9 to AC. Shield enhancement bonuses do not act as attack or damage bonuses when the shield is used in a bash. The bashing special ability, however, does grant a +1 bonus on attack and damage rolls (see the special ability description). You could, in fact, build a shield that also acted as a magic weapon, but the cost of the enhancement bonus on attack rolls would need to be added into the cost of the shield and its enhancement bonus to AC. For example, a *+1 light wooden shield* with *+1 shield spikes* would cost 3,463 gp (3 gp for the basic shield, 150 to make it masterwork, 1,000 for the +1 bonus to AC, 10 gp for the spikes, 300 to make them masterwork, and 2,000 to make the spikes a +1 weapon).

As with armor, special abilities built into the shield add to the market value in the form of additions to the bonus of the shield, although they do not improve AC. A shield cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A shield with a special ability must have at least a +1 enhancement bonus.

Shield Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to a shield's hardness and +10 to its hit points. For example, a *+3 heavy steel shield* has hardness 16 and 50 hp. (See Table 8–8, page 158 of the *Player's Handbook*, for common shield hardness and hit points.)

Activation: Usually a character benefits from magic armor and shields in exactly the way a character benefits from nonmagical armor and shields—by wearing them. If armor or a shield has a special ability that the user needs to activate (such as with an animated shield), then the user usually needs to utter the command word (a standard action).

Random Generation: To generate magic armor and shields randomly, first roll on Table 7–2: Armor and Shields, and then roll on Table 7–3: Random Armor Type or Table 7–4: Random Shield Type as indicated. Use Table 7–5: Armor Special Abilities, Table 7–6: Shield Special Abilities, Table 7–7: Specific Armors, or Table 7–8: Specific Shields as further indicated. For example, on Table 7–2, rolling a 94 on the Medium column indicates a special ability and another roll. The second roll is a 29, indicating *+2 armor*. A roll of 64 on Table 7–5: Armor Special Abilities indicates electricity resistance. Finally, a roll of 44 on Table 7–3: Random Armor Type indicates chainmail, so the result is *+2 chainmail of electricity resistance*.

Armor for Unusual Creatures: The cost of armor for nonhumanoid creatures, as well as for creatures who are neither Small nor Medium, varies from the values given on Tables 7–3 and 7–4, as described in the Armor for Unusual Creatures sidebar on page 123 of the *Player's Handbook*. The cost of the masterwork quality and any magical enhancement remains the same.

Table 7–5: Armor Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–25	01–05	01–03	Glamered	+2,700 gp
26–32	06–08	04	Fortification, light	+1 bonus[1]
33–52	09–11	—	Slick	+3,750 gp
53–72	12–14	—	Shadow	+3,750 gp
73–92	15–17	—	Silent moves	+3,750 gp
93–96	18–19	—	Spell resistance (13)	+2 bonus[1]
97	20–29	05–07	Slick, improved	+15,000 gp
98	30–39	08–10	Shadow, improved	+15,000 gp
99	40–49	11–13	Silent moves, improved	+15,000 gp
—	50–54	14–16	Acid resistance	+18,000 gp
—	55–59	17–19	Cold resistance	+18,000 gp
—	60–64	20–22	Electricity resistance	+18,000 gp
—	65–69	23–25	Fire resistance	+18,000 gp
—	70–74	26–28	Sonic resistance	+18,000 gp
—	75–79	29–33	Ghost touch	+3 bonus[1]
—	80–84	34–35	Invulnerability	+3 bonus[1]
—	85–89	36–40	Fortification, moderate	+3 bonus[1]
—	90–94	41–42	Spell resistance (15)	+3 bonus[1]
—	95–99	43	Wild	+3 bonus[1]
—	—	44–48	Slick, greater	+33,750 gp
—	—	49–53	Shadow, greater	+33,750 gp
—	—	54–58	Silent moves, greater	+33,750 gp
—	—	59–63	Acid resistance, improved	+42,000 gp
—	—	64–68	Cold resistance, improved	+42,000 gp
—	—	69–73	Electricity resistance, improved	+42,000 gp
—	—	74–78	Fire resistance, improved	+42,000 gp
—	—	79–83	Sonic resistance, improved	+42,000 gp
—	—	84–88	Spell resistance (17)	+4 bonus[1]
—	—	89	Etherealness	+49,000 gp
—	—	90	Undead controlling	+49,000 gp
—	—	91–92	Fortification, heavy	+5 bonus[1]
—	—	93–94	Spell resistance (19)	+5 bonus[1]
—	—	95	Acid resistance, greater	+66,000 gp
—	—	96	Cold resistance, greater	+66,000 gp
—	—	97	Electricity resistance, greater	+66,000 gp
—	—	98	Fire resistance, greater	+66,000 gp
—	—	99	Sonic resistance, greater	+66,000 gp
100	100	100	Roll twice again[2]	—

1 Add to enhancement bonus on Table 7–2: Armor and Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Magic Armor and Shield Special Ability Descriptions

Most magic armor and shields only have enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Acid Resistance: A suit of armor or a shield with this property normally has a dull gray appearance. The armor absorbs the first 10 points of acid damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Acid Resistance, Improved: As acid resistance, except it absorbs the first 20 points of acid damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Table 7–6: Shield Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–20	01–10	01–05	Arrow catching	+1 bonus[1]
21–40	11–20	06–08	Bashing	+1 bonus[1]
41–50	21–25	09–10	Blinding	+1 bonus[1]
51–75	26–40	11–15	Fortification, light	+1 bonus[1]
76–92	41–50	16–20	Arrow deflection	+2 bonus[1]
93–97	51–57	21–25	Animated	+2 bonus[1]
98–99	58–59	—	Spell resistance (13)	+2 bonus[1]
—	60–63	26–28	Acid resistance	+18,000 gp
—	64–67	29–31	Cold resistance	+18,000 gp
—	68–71	32–34	Electricity resistance	+18,000 gp
—	72–75	35–37	Fire resistance	+18,000 gp
—	76–79	38–40	Sonic resistance	+18,000 gp
—	80–85	41–46	Ghost touch	+3 bonus[1]
—	86–95	47–56	Fortification, moderate	+3 bonus[1]
—	96–98	57–58	Spell resistance (15)	+3 bonus[1]
—	99	59	Wild	+3 bonus[1]
—	—	60–64	Acid resistance, improved	+42,000 gp
—	—	65–69	Cold resistance, improved	+42,000 gp
—	—	70–74	Electricity resistance, improved	+42,000 gp
—	—	75–79	Fire resistance, improved	+42,000 gp
—	—	80–84	Sonic resistance, improved	+42,000 gp
—	—	85–86	Spell resistance (17)	+4 bonus[1]
—	—	87	Undead controlling	+49,000 gp
—	—	88–91	Fortification, heavy	+5 bonus[1]
—	—	92–93	Reflecting	+5 bonus[1]
—	—	94	Spell resistance (19)	+5 bonus[1]
—	—	95	Acid resistance, greater	+66,000 gp
—	—	96	Cold resistance, greater	+66,000 gp
—	—	97	Electricity resistance, greater	+66,000 gp
—	—	98	Fire resistance, greater	+66,000 gp
—	—	99	Sonic resistance, greater	+66,000 gp
100	100	100	Roll twice again[2]	—

1 Add to enhancement bonus on Table 7–2: Armor and Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Acid Resistance, Greater: As acid resistance, except it absorbs the first 30 points of acid damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Animated: Upon command, an animated shield floats within 2 feet of the wielder, protecting him as if he were using it himself but freeing up both his hands. Only one shield can protect a character at a time. A character with an animated shield still takes any penalties associated with shield use, such as armor check penalty, arcane spell failure chance, and nonproficiency.

Strong transmutation; CL 12th; Craft Magic Arms and Armor, *animate objects*; Price +2 bonus.

Arrow Catching: A shield with this ability attracts ranged weapons to it. It has a deflection bonus of +1 against ranged weapons because projectiles and thrown weapons veer toward it. Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield's wearer diverts from its original target and targets the shield's bearer instead. (If the wielder has total cover relative to the attacker, the projectile or thrown weapon is not diverted.) Additionally, those attacking the wearer with ranged weapons ignore any miss chances that would normally apply. Projectiles and thrown weapons that have an enhancement bonus higher than the shield's base AC bonus are not diverted to the wearer (but the shield's increased AC bonus still applies against these weapons). The wielder can activate or deactivate this ability with a command word.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *entropic shield*; Price +1 bonus.

Arrow Deflection: A shield with this ability protects the wielder from ranged attacks. Once per round when he would normally be struck by a ranged weapon, he can make a DC 20 Reflex save. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If he succeeds, the shield deflects the weapon. He must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons, such as boulders hurled by giants or *Melf's acid arrows*, can't be deflected.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *shield*; Price +2 bonus.

Bashing: A shield with this special ability is designed to perform a shield bash. A bashing shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage). The shield acts as a +1 weapon when used to bash. (Only light and heavy shields can have this ability.)

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bull's strength*; Price +1 bonus.

Blinding: A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder. Anyone within 20 feet except the wielder must make a DC 14 Reflex save or be blinded for 1d4 rounds.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *searing light*; Price +1 bonus.

Cold Resistance: A suit of armor or a shield with this property normally has a bluish, icy hue or is adorned with furs and shaggy pelts. The armor absorbs the first 10 points of cold damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Cold Resistance, Improved: As cold resistance, except it absorbs the first 20 points of cold damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Cold Resistance, Greater: As cold resistance, except it absorbs the first 30 points of cold damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Electricity Resistance: A suit of armor or a shield with this property normally has a bluish hue and often bears a storm or lightning motif. The armor absorbs the first 10 points of electricity damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Electricity Resistance, Improved: As electricity resistance, except it absorbs the first 20 points of electricity damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Electricity Resistance, Greater: As electricity resistance, except it absorbs the first 30 points of electricity damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Etherealness: On command, this ability allows the wearer of the armor to become ethereal (as the *ethereal jaunt* spell) once per day. The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.

Strong transmutation; CL 13th; Craft Magic Arms and Armor, *ethereal jaunt*; Price +49,000 gp.

Fire Resistance: A suit of armor with this ability normally has a reddish hue and often is decorated with a draconic motif. The armor absorbs the first 10 points of fire damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Fire Resistance, Improved: As fire resistance, except it absorbs the first 20 points of fire damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Fire Resistance, Greater: As fire resistance, except it absorbs the first 30 points of fire damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Fortification: This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Fortification Type	Chance for Normal Damage	Base Price Modifier
Light	25%	+1 bonus
Moderate	75%	+3 bonus
Heavy	100%	+5 bonus

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *limited wish* or *miracle*; Price varies (see above).

Ghost Touch: This armor or shield seems almost translucent. Both its enhancement bonus and its armor bonus count against the attacks of incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *etherealness*; Price +3 bonus.

Glamered: A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *disguise self*; Price +2,700 gp.

Invulnerability: This suit of armor grants the wearer damage reduction of 5/magic.

Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Magic Arms and Armor, *stoneskin*, *wish* or *miracle*; Price +3 bonus.

Reflecting: This shield seems like a mirror. Its surface is completely reflective. Once per day, it can be called on to reflect a spell back at its caster exactly like the *spell turning* spell.

Strong abjuration; CL 14th; Craft Magic Arms and Armor, *spell turning*; Price +5 bonus.

Shadow: This armor is jet black and blurs the wearer whenever he tries to hide, granting a +5 competence bonus on Hide checks. (The armor's armor check penalty still applies normally.)

Faint illusion; CL 5th; Craft Magic Arms and Armor, *invisibility*; Price +3,750 gp.

Shadow, Improved: As shadow, except it grants a +10 competence bonus on Hide checks.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *invisibility*; Price +15,000 gp.

Shadow, Greater: As shadow, except it grants a +15 competence bonus on Hide checks.

Moderate illusion; CL 15th; Craft Magic Arms and Armor, *invisibility*; Price +33,750 gp.

Silent Moves: This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it. It provides a +5 competence bonus on its wearer's Move Silently checks. (The armor's armor check penalty still applies normally.)

Faint illusion; CL 5th; Craft Magic Arms and Armor, *silence*; Price +3,750 gp.

Silent Moves, Improved: As silent moves, except it grants a +10 competence bonus on Move Silently checks.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *silence*; Price +15,000 gp.

Silent Moves, Greater: As silent moves, except it grants a +15 competence bonus on Move Silently checks.

Moderate illusion; CL 15th; Craft Magic Arms and Armor, *silence*; Price +33,750 gp.

Slick: Slick armor seems coated at all times with a slightly greasy oil. It provides a +5 competence bonus on its wearer's Escape Artist checks. (The armor's armor check penalty still applies normally.)

Faint conjuration; CL 4th; Craft Magic Arms and Armor, *grease*; Price +3,750 gp.

Slick, Improved: As slick, except it grants a +10 competence bonus on Escape Artist checks.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *grease*; Price +15,000 gp.

Slick, Greater: As slick, except it grants a +15 competence bonus on Escape Artist checks.

Moderate conjuration; CL 15th; Craft Magic Arms and Armor, *grease*; Price +33,750 gp.

Sonic Resistance: A suit of armor or a shield with this property normally has a glistening appearance. The armor absorbs the first 10 points of sonic damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Sonic Resistance, Improved: As sonic resistance, except it absorbs the first 20 points of sonic damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Sonic Resistance, Greater: As sonic resistance, except it absorbs the first 30 points of sonic damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Spell Resistance: This property grants the armor's wearer spell resistance while the armor is worn. The spell resistance can be 13, 15, 17, or 19, depending on the armor.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *spell resistance*; Price +2 bonus (SR 13), +3 bonus (SR 15), +4 bonus (SR 17), or +5 bonus (SR 19).

Undead Controlling: The wearer of a suit of armor or a shield with this property may control up to 26 HD of undead per day, as the *control undead* spell. At dawn each day, the wearer loses control of any undead still under his sway. Armor or a shield with this ability appears to be made of bone; this feature is entirely decorative and has no other effect on the armor.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *control undead*; Price +49,000 gp.

Wild: The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a wild shape. Armor and shields with this ability usually appear to be made covered in leaf patterns. While the wearer is in a wild shape, the armor cannot be seen.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *baleful polymorph*; Price +3 bonus.

Specific Armors

The following specific suits of armor usually are preconstructed with exactly the qualities described here.

Adamantine Breastplate: This nonmagical breastplate is made of adamantine, giving its wearer damage reduction of 2/–.

No aura (nonmagical); Price 10,200 gp.

Table 7–7: Specific Armors

Minor	Medium	Major	Specific Armor	Market Price
01–50	01–25	—	Mithral shirt	1,100 gp
51–80	26–45	—	Dragonhide plate	3,300 gp
81–100	46–57	—	Elven chain	4,150 gp
—	58–67	—	*Rhino hide*	5,165 gp
—	68–82	01–10	Adamantine breastplate	10,200 gp
—	83–97	11–20	Dwarven plate	16,500 gp
—	98–100	21–32	*Banded mail of luck*	18,900 gp
—	—	33–50	*Celestial armor*	22,400 gp
—	—	51–60	*Plate armor of the deep*	24,650 gp
—	—	61–75	*Breastplate of command*	25,400 gp
—	—	76–90	Mithral full plate of speed	26,500 gp
—	—	91–100	*Demon armor*	52,260 gp

Banded Mail of Luck: Ten 100-gp gems adorn this +3 *banded mail*. Once per week, the armor allows its wearer to require that an attack roll made against him be rerolled. He must take whatever consequences come from the second roll, since not all luck is good. The wearer's player must decide whether to have the attack roll rerolled before damage is rolled.

Strong enchantment; CL 12th; Craft Magic Arms and Armor, *bless*; Price 18,900 gp; Cost 10,150 gp + 700 XP.

Breastplate of Command: This finely crafted +2 *breastplate* radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer gains a +2 competence bonus on all Charisma checks, including turning checks and Charisma-based skill checks. The wearer also gains a +2 competence bonus to his Leadership score (see page 106). Friendly troops within 360 feet of the user become braver than normal (for example, more willing than normal to follow a leader into battle against dangerous foes). Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal herself in any way and still have the effect function.

Strong enchantment; CL 15th; Craft Magic Arms and Armor, *mass charm monster*; Price 25,400 gp; Cost 10,975 gp + 850 XP.

Celestial Armor: This bright silver or gold +3 *chainmail* is so fine and light that it can be worn under normal clothing without betraying its presence. It has a maximum Dexterity bonus of +8, an armor check penalty of –2, and an arcane spell failure chance of 15%. It is considered light armor, weighs 20 pounds, and it allows the wearer to use *fly* on command (as the spell) once per day.

Faint transmutation [good]; CL 5th; Craft Magic Arms and Armor, creator must be good, *fly*; Price 22,400 gp; Cost 12,550 gp + 1,004 XP.

Demon Armor: This plate armor is fashioned to make the wearer appear to be a demon. The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, tooth-filled mouth. This +4 *full plate* allows the wearer to make claw attacks that deal 1d10 points of damage, strike as +1 weapons, and afflict the target as if he had been struck by a *contagion* spell (Fortitude DC 14 negates). Use of *contagion* requires a normal melee attack with the claws. The "claws" are built into the armor's vambraces and gauntlets.

The armor bestows one negative level on any nonevil creature wearing it. This negative level persists as long as the armor is worn and disappears when the armor is removed. The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the armor is worn.

Strong necromancy [evil]; CL 13th; Craft Magic Arms and Armor, *contagion*; Price 52,260 gp; Cost 26,130 gp + 2,090 XP.

Dragonhide Plate: This suit of full plate is made of dragonhide, rather than metal, so druids can wear it. It is otherwise identical to masterwork full plate.

No aura (nonmagical); Price 3,300 gp.

Dwarven Plate: This full plate is made of adamantine, giving its wearer damage reduction of 3/–.

No aura (nonmagical); Price 16,500 gp.

Elven Chain: This extremely light chainmail is made of very fine mithral links. Speed while wearing elven chain is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of –2. It is considered light armor and weighs 20 pounds.

No aura (nonmagical); Price 4,150 gp.

Mithral Full Plate of Speed: As a free action, the wearer of this fine set of +1 *mithral full plate* can activate it, allowing to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds.

Speed while wearing a suit of mithral full plate is 20 feet for Medium creatures, or 15 feet for Small. The armor has an arcane spell failure chance of 25%, a maximum Dexterity bonus of +3, and an armor check penalty of –3. It is considered medium armor (see Mithral, page 284) and weighs 25 pounds.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *haste*; Price 26,500 gp.

Mithral Shirt: This extremely light chain shirt is made of very fine mithral links. Speed while wearing a mithral shirt is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty. It is considered light armor (see Mithral, page 284) and weighs 10 pounds.

No aura (nonmagical); Price 1,100 gp.

Plate Armor of the Deep: This +1 *full plate* is decorated with a wave and fish motif. The wearer of *plate armor of the deep* is treated as unarmored for purposes of Swim checks. The wearer can breathe underwater and can converse with any creature with a language that breathes water.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *freedom of movement, water breathing, tongues*; Price 24,650 gp; Cost 17,150 gp + 600 XP.

Rhino Hide: This +2 *hide* armor is made from rhinoceros hide. In addition to granting a +2 enhancement bonus to AC, it has a –1 armor check penalty and deals an additional 2d6 points of damage on any successful charge attack made by the wearer, including a mounted charge.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *bull's strength*; Price 5,165 gp; Cost 2,665 gp + 200 XP.

Elven chain

Illus. by T. Lockwood

Table 7–8: Specific Shields

Minor	Medium	Major	Specific Shield	Market Price
01–30	01–20	—	Darkwood buckler	215 gp
31–80	21–45	—	Darkwood shield	257 gp
81–95	46–70	—	Mithral heavy shield	1,020 gp
96–100	71–85	01–20	*Caster's shield*	3,153 gp
—	86–90	21–40	*Spined shield*	5,580 gp
—	91–95	41–60	*Lion's shield*	9,170 gp
—	96–100	61–90	*Winged shield*	17,257 gp
—	—	91–100	*Absorbing shield*	50,170 gp

Specific Shields

The following specific shields usually are preconstructed with exactly the qualities described here.

Absorbing Shield: This *+1 heavy steel shield* is flat black and seems to absorb light. Once every two days, on command, it can *disintegrate* an object that it touches, as the spell but requiring a melee touch attack.

Strong transmutation; CL 17th; Craft Magic Arms and Armor, *disintegrate*; Price 50,170 gp; Cost 25,170 gp + 2,000 XP.

Caster's Shield: This *+1 light wooden shield* has a small leather strip on the back on which a spellcaster can scribe a single spell as on a scroll. A spell so scribed has only half the base raw material cost (see page 287). Experience point and component costs remain the same. The strip cannot accommodate spells of higher than 3rd level. The strip is reusable.

A random *caster's shield* has a 50% chance of having a single medium scroll spell on it. The spell is divine (01–80 on d%) or arcane (81–100).

A *caster's shield* has a 5% arcane spell failure chance.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor, Scribe Scroll, creator must be at least 6th level; Price 3,153 gp (plus the value of the scroll spell if one is currently scribed); Cost 1,653 gp + 120 XP.

Darkwood Buckler: This nonmagical light wooden shield is made out of darkwood and often favored by rogues and wizards. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield. It weighs 2-1/2 pounds and has no armor check penalty.

No aura (nonmagical); Price 215 gp.

Darkwood Shield: This nonmagical heavy wooden shield is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield. It weighs 5 pounds and has no armor check penalty.

No aura (nonmagical); Price 257 gp.

Lion's Shield: This *+2 heavy steel shield* is fashioned to appear to be a roaring lion's head. Three times per day as a free action, the lion's head can be commanded to attack (independently of the shield wearer), biting with the wielder's base attack bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of damage. This attack is in addition to any actions performed by the wielder.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *summon nature's ally IV*; Price 9,170 gp; Cost 4,670 gp + 360 XP.

Mithral Heavy Shield: This heavy shield is made of mithral and thus is much lighter than a standard steel shield. It has a 5% arcane spell failure chance and no armor check penalty. It weighs 5 pounds.

No aura (nonmagical); Price 1,020 gp.

Spined Shield: This *+1 heavy steel shield* is covered in spines. It acts as a normal spiked shield. On command up to three times per day, the shield's wearer can fire one of the shield's spines. A fired spine has a +1 enhancement bonus, a range increment of 120 feet, and deals 1d10 points of damage (19–20/×2). Fired spines regenerate each day.

Moderate evocation; CL 6th; Craft Magic Arms and Armor, *magic missile*; Price 5,580 gp; Cost 2,740 gp + 223 XP.

Winged Shield: This round heavy wooden shield has a +3 enhancement bonus. Small, feathered wings encircle the shield. Once per day it can be commanded to *fly* (as the spell), carrying the wielder. The shield can carry up to 133 pounds and move at 60 feet per round, or up to 266 pounds and move at 40 feet per round.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *fly*; Price 17,257 gp; Cost 8,628 gp and 5 sp + 690 XP.

WEAPONS

As magic items go, magic weapons are a staple of all campaigns. Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magic weapons are also masterwork weapons, but their masterwork bonus on attack rolls does not stack with their enhancement bonus on attack rolls.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons (for example, daggers) can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

In addition to an enhancement bonus, weapons may have special abilities, such as the ability to flame or the ability to attack on their own. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses (except where specifically noted). A single weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10. A weapon with a special ability must have at least a +1 enhancement bonus.

A weapon or a kind of ammunition may be made of an unusual material. Roll d%: 01–95 indicates that the item is of a standard sort, and 96–100 indicates that it is made of a special substance such as alchemical silver or cold iron (see Special Materials, page 283).

Caster Level for Weapons: The caster level of a weapon with a special ability is given in the item description. For an item with only an enhancement bonus and no other abilities, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Additional Damage Dice: Some magic weapons deal additional dice of damage. Unlike other modifiers to damage, additional dice of damage are not multiplied when the attacker scores a critical hit.

Ranged Weapons and Ammunition: The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. For example, a sling stone hurled from a *+1 sling* is treated as a magic weapon. Similarly, ammunition fired from a projectile weapon with an alignment (such as a *+1 holy longbow* or a masterwork crossbow under the effect of the *align weapon* spell) gains the alignment of that projectile weapon (in addition to any alignment it may already have). For example, a *+1 unholy arrow* fired from a *+2 anarchic shortbow* would be both evil-aligned and chaos-aligned (the former from its own unholy special ability, the latter from the shortbow).

Magic Ammunition and Breakage: When a magic arrow, crossbow bolt, or sling bullet misses its target, there is a 50% chance it breaks or otherwise is rendered useless. A magic arrow, bolt, or bullet that hits is destroyed.

Light Generation: Fully 30% of magic weapons shed light equivalent to a *light* spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). These glowing weapons are quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to a weapon's or shield's hardness and 10 to its hit points. (See Table 8–8, page 158 of the *Player's Handbook*, for common weapon hardnesses and hit points.)

Activation: Usually a character benefits from a magic weapon in the same way a character benefits from a mundane weapon—by attacking with it. If a weapon has a special ability that the user needs to activate (such as the *sunlight* power of a *sun blade*), then the user usually needs to utter a command word (a standard action).

Magic Weapons and Critical Hits: Some weapon qualities and some specific weapons have an extra effect on a critical hit. A flaming burst weapon, for example, does extra fire damage on a critical hit. This special effect functions against creatures not subject to critical hits, such as undead, elementals, and constructs. When fighting against such creatures, roll for critical hits as you would against humanoids or any other creature subject to critical hits. On a successful critical roll, apply the special effect, but do not multiply the weapon's regular damage. For example, if Jozan rolls a natural 20 on his attack roll against an iron golem when using a *mace of smiting*, he rolls again. If he rolls high enough to hit the iron golem's AC, then he does not apply double damage. Instead, he destroys the construct outright.

Table 7–9: Weapons

Minor	Medium	Major	Weapon Bonus	Base Price[1]
01–70	01–10	—	+1	2,000 gp
71–85	11–29	—	+2	8,000 gp
—	30–58	01–20	+3	18,000 gp
—	59–62	21–38	+4	32,000 gp
—	—	39–49	+5	50,000 gp
—	—	—	+6[2]	72,000 gp
—	—	—	+7[2]	98,000 gp
—	—	—	+8[2]	128,000 gp
—	—	—	+9[2]	162,000 gp
—	—	—	+10[2]	200,000 gp
86–90	63–68	50–63	Specific weapon[3]	—
91–100	69–100	64–100	Special ability and roll again[4]	—

1 This price is for 50 arrows, crossbow bolts, or sling bullets.

2 A weapon can't actually have a bonus higher than +5. Use these lines to determine price when special abilities are added in. *Example:* A *+3 dagger* that also has the speed special ability (+4 modifier; see Table 7–14: Melee Weapon Special Abilities) is treated as a *+7 dagger* for pricing purposes and is priced at 98,000 gp.

3 See Table 7–16: Specific Weapons.

4 See Table 7–14: Melee Weapon Special Abilities for melee weapons or Table 7–15: Ranged Weapon Special Abilities for ranged weapons.

Table 7–10: Weapon Type Determination

d%	Weapon Type
01–70	Common melee weapon (see Table 7–11)
71–80	Uncommon weapon (see Table 7–12)
81–100	Common ranged weapon (see Table 7–13)

Table 7–11: Common Melee Weapons

d%	Weapon	Weapon Cost[1]
01–04	Dagger	+302 gp
05–14	Greataxe	+320 gp
15–24	Greatsword	+350 gp
25–28	Kama	+302 gp
29–41	Longsword	+315 gp
42–45	Mace, light	+305 gp
46–50	Mace, heavy	+312 gp
51–54	Nunchaku	+302 gp
55–57	Quarterstaff[2]	+600 gp
58–61	Rapier	+320 gp
62–66	Scimitar	+315 gp
67–70	Shortspear	+302 gp
71–74	Siangham	+303 gp
75–84	Sword, bastard	+335 gp
85–89	Sword, short	+310 gp
90–100	Waraxe, dwarven	+330 gp

1 Add to enhancement bonus on Table 7–9: Weapons to determine total market price.

2 Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01–50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51–100 on d%) and it has no special abilities. All magic weapons are masterwork weapons.

Table 7–12: Uncommon Weapons

d%	Weapon	Weapon Cost[1]
01–03	Axe, orc double[2]	+660 gp
04–07	Battleaxe	+310 gp
08–10	Chain, spiked	+325 gp
11–12	Club	+300 gp
13–16	Crossbow, hand	+400 gp
17–19	Crossbow, repeating	+550 gp
20–21	Dagger, punching	+302 gp
22–23	Falchion	+375 gp
24–26	Flail, dire[2]	+690 gp
27–31	Flail, heavy	+315 gp
32–35	Flail, light	+308 gp
36–37	Gauntlet	+302 gp
38–39	Gauntlet, spiked	+305 gp
40–41	Glaive	+308 gp
42–43	Greatclub	+305 gp
44–45	Guisarme	+309 gp
46–48	Halberd	+310 gp
49–51	Spear	+301 gp
52–54	Hammer, gnome hooked[2]	+620 gp
55–56	Hammer, light	+301 gp
57–58	Handaxe	+306 gp
59–61	Kukri	+308 gp
62–64	Lance	+310 gp
65–67	Longspear	+305 gp
68–70	Morningstar	+308 gp
71–72	Net	+320 gp
73–74	Pick, heavy	+308 gp
75–76	Pick, light	+304 gp
77–78	Ranseur	+310 gp
79–80	Sap	+301 gp
81–82	Scythe	+318 gp
83–84	Shuriken	+301 gp
85–86	Sickle	+306 gp
87–89	Sword, two-bladed[2]	+700 gp
90–91	Trident	+315 gp
92–94	Urgrosh, dwarven[2]	+650 gp
95–97	Warhammer	+312 gp
98–100	Whip	+301 gp

1 Add to enhancement bonus on Table 7–9: Weapons to determine total market price.

2 Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01–50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51–100) and it has no special abilities. All magic weapons are masterwork weapons.

Table 7–13: Common Ranged Weapons

d%	Weapon	Weapon Cost[1]
01–10	Ammunition (roll again):	
	01–50 Arrows (50)	+350 gp
	51–80 Bolts, crossbow (50)	+350 gp
	81–100 Bullets, sling (50)	+350 gp
11–15	Axe, throwing	+308 gp
16–25	Crossbow, heavy	+350 gp
26–35	Crossbow, light	+335 gp
36–39	Dart	+300 gp 5 sp
40–41	Javelin	+301 gp
42–46	Shortbow	+330 gp
47–51	Shortbow, composite (+0 Str bonus)	+375 gp
52–56	Shortbow, composite (+1 Str bonus)	+450 gp
57–61	Shortbow, composite (+2 Str bonus)	+525 gp
62–65	Sling	+300 gp
66–75	Longbow	+375 gp
76–80	Longbow, composite	+400 gp
81–85	Longbow, composite (+1 Str bonus)	+500 gp
86–90	Longbow, composite (+2 Str bonus)	+600 gp
91–95	Longbow, composite (+3 Str bonus)	+700 gp
96–100	Longbow, composite (+4 Str bonus)	+800 gp

1 Add to enhancement bonus on Table 7–9: Weapons to determine total market price.

All magic weapons are masterwork weapons.

Table 7–14: Melee Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier[1]
01–10	01–06	01–03	Bane	+1 bonus
11–17	07–12	—	Defending	+1 bonus
18–27	13–19	04–06	Flaming	+1 bonus
28–37	20–26	07–09	Frost	+1 bonus
38–47	27–33	10–12	Shock	+1 bonus
48–56	34–38	13–15	Ghost touch	+1 bonus
57–67	39–44	—	Keen[2]	+1 bonus
68–71	45–48	16–19	Ki Focus	+1 bonus
72–75	49–50	—	Merciful	+1 bonus
76–82	51–54	20–21	Mighty cleaving	+1 bonus
83–87	55–59	22–24	Spell storing	+1 bonus
88–91	60–63	25–28	Throwing	+1 bonus
92–95	64–65	29–32	Thundering	+1 bonus
96–99	66–69	33–36	Vicious	+1 bonus
—	70–72	37–41	Anarchic	+2 bonus
—	73–75	42–46	Axiomatic	+2 bonus
—	76–78	47–49	Disruption[3]	+2 bonus
—	79–81	50–54	Flaming burst	+2 bonus
—	82–84	55–59	Icy burst	+2 bonus
—	85–87	60–64	Holy	+2 bonus
—	88–90	65–69	Shocking burst	+2 bonus
—	91–93	70–74	Unholy	+2 bonus
—	94–95	75–78	Wounding	+2 bonus
—	—	79–83	Speed	+3 bonus
—	—	84–86	Brilliant energy	+4 bonus
—	—	87–88	Dancing	+4 bonus
—	—	89–90	Vorpal[4]	+5 bonus
100	96–100	91–100	Roll again twice[5]	—

1 Add to enhancement bonus on Table 7–9: Weapons to determine total market price.

2 Piercing or slashing weapons only. Reroll for a bludgeoning weapon.

3 Bludgeoning weapons only. Reroll for a piercing or slashing weapon.

4 Slashing weapons only. Reroll for a piercing or bludgeoning weapon.

5 Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit.

Table 7–15: Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier[1]
01–12	01–08	01–04	Bane	+1 bonus
13–25	09–16	05–08	Distance	+1 bonus
26–40	17–28	09–12	Flaming	+1 bonus
41–55	29–40	13–16	Frost	+1 bonus
56–60	41–42	—	Merciful	+1 bonus
61–68	43–47	17–21	Returning	+1 bonus
69–83	48–59	22–25	Shock	+1 bonus
84–93	60–64	26–27	Seeking	+1 bonus
94–99	65–68	28–29	Thundering	+1 bonus
—	69–71	30–34	Anarchic	+2 bonus
—	72–74	35–39	Axiomatic	+2 bonus
—	75–79	40–49	Flaming burst	+2 bonus
—	80–82	50–54	Holy	+2 bonus
—	83–87	55–64	Icy burst	+2 bonus
—	88–92	65–74	Shocking burst	+2 bonus
—	93–95	75–79	Unholy	+2 bonus
—	—	80–84	Speed	+3 bonus
—	—	85–90	Brilliant energy	+4 bonus
100	96–100	91–100	Roll again twice[2]	—

1 Add to enhancement bonus on Table 7–9: Weapons to determine total market price.

2 Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

Random Generation: To generate magic weapons randomly, first roll on Table 7–9: Weapons, and then roll on Table 7–10: Weapon Type Determination. Use Table 7–14: Melee Weapon Special Abilities, Table 7–15: Ranged Weapon Special Abilities, or Table 7–16: Specific Weapons if indicated by the roll on Table 7–9.

Weapons for Unusually Sized Creatures: The cost of weapons for creatures who are neither Small nor Medium varies from the values given on Tables 7–11, 7–12, and 7–13, as described under Weapon Qualities on page 114 of the *Player's Handbook*. The cost of the masterwork quality and any magical enhancement remains the same.

Special Qualities: Roll d%. If the item is a melee weapon, a 01–30 result indicates that the item sheds light, 31–45 indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 46–100 indicates no special qualities.

If the item is a ranged weapon, a 01–15 result indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 16–100 indicates no special qualities.

Magic Weapon Special Ability Descriptions

In addition to enhancement bonuses, weapons can have one or more of the special abilities detailed below. A weapon with a special ability must have at least a +1 enhancement bonus.

Anarchic: An anarchic weapon is chaotically aligned and infused with the power of chaos. It makes the weapon chaos-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the chaotic power upon their ammunition.

Moderate evocation [chaotic]; CL 7th; Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; Price +2 bonus.

Axiomatic: An axiomatic weapon is lawfully aligned and infused with the power of law. It makes the weapon law-aligned

and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the lawful power upon their ammunition.

Moderate evocation [lawful]; CL 7th; Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; Price +2 bonus.

Bane: A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus (so a *+1 longsword* is a *+3 longsword* against its foe). It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition. To randomly determine a weapon's designated foe, roll on the following table.

d%	Designated Foe
01–05	Aberrations
06–09	Animals
10–16	Constructs
17–22	Dragons
23–27	Elementals
28–32	Fey
33–39	Giants
40	Humanoids, aquatic
41–42	Humanoids, dwarf
43–44	Humanoids, elf
45	Humanoids, gnoll
46	Humanoids, gnome
47–49	Humanoids, goblinoid
50	Humanoids, halfling
51–54	Humanoids, human
55–57	Humanoids, reptilian
58–60	Humanoids, orc
61–65	Magical beasts
66–70	Monstrous humanoids
71–72	Oozes
73	Outsiders, air
74–76	Outsiders, chaotic
77	Outsiders, earth
78–80	Outsiders, evil
81	Outsiders, fire
82–84	Outsiders, good
85–87	Outsiders, lawful
88	Outsiders, water
89–90	Plants
91–98	Undead
99–100	Vermin

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *summon monster I*; Price +1 bonus.

Brilliant Energy: A brilliant energy weapon has its significant portion—such as its blade, axe head, or arrowhead—transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Strong transmutation; CL 16th; Craft Magic Arms and Armor, *gaseous form, continual flame*; Price +4 bonus.

Dancing: As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items (such as the sunder action or a *heat metal* spell). While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The dancing weapon accompanies the person who activated it everywhere, whether he moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, he can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *animate objects*; Price +4 bonus.

Defending: A defending weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *shield* or *shield of faith*; Price +1 bonus.

Disruption: A weapon of disruption is the bane of all undead. Any undead creature struck in combat must succeed on a DC 14 Will save or be destroyed. A weapon of disruption must be a bludgeoning weapon. (If you roll this property randomly for a piercing or slashing weapon, reroll.)

Strong conjuration; CL 14th; Craft Magic Arms and Armor, *heal*; Price +2 bonus.

Distance: This property can only be placed on a ranged weapon. A weapon of distance has double the range increment of other weapons of its kind.

Moderate divination; CL 6th; Craft Magic Arms and Armor, *clairaudience/clairvoyance*; Price +1 bonus.

Flaming: Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor and *flame blade, flame strike*, or *fireball*; Price +1 bonus.

Flaming Burst: A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of fire damage instead, and if the multiplier is ×4, add an extra 3d10 points of fire damage. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition. Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor and *flame blade, flame strike*, or *fireball*; Price +2 bonus.

Frost: Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *chill metal* or *ice storm*; Price +1 bonus.

Ghost Touch: A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch weapons.) The weapon can be picked up

and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *plane shift*; Price +1 bonus.

Holy: A holy weapon is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition.

Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor, *holy smite*, creator must be good; Price +2 bonus.

Icy Burst: An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the wielder. In addition to the extra damage from the frost ability, an icy burst weapon deals an extra 1d10 points of cold damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of cold damage instead, and if the multiplier is ×4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition. Even if the frost ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *chill metal* or *ice storm*; Price +2 bonus.

Keen: This ability doubles the threat range of a weapon. For instance, if it is placed on a longsword (which has a normal threat range of 19–20), the keen longsword scores a threat on a 17–20. Only piercing or slashing weapons can be keen. (If you roll this property randomly for an inappropriate weapon, reroll.) This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell or the Improved Critical feat).

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *keen edge*; Price +1 bonus.

***Ki* Focus:** The magic weapon serves as a channel for the wielder's *ki*, allowing the use of his special *ki* attacks through the weapon as if they were unarmed attacks. These attacks include the monk's stunning attack, *ki* strike, and quivering palm, as well as the Stunning Fist feat. Only melee weapons can have the *ki* focus ability.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, creator must be a monk; Price +1 bonus.

Merciful: The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.

Faint conjuration; CL 5th; Craft Magic Arms and Armor, *cure light wounds*; Price +1 bonus.

Mighty Cleaving: A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *divine power*; Price +1 bonus.

Returning: This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *telekinesis*; Price +1 bonus.

Seeking: Only ranged weapons can have the seeking ability. The weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. (The wielder still has to aim the weapon at the right square. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.)

Strong divination; CL 12th; Craft Magic Arms and Armor, *true seeing*; Price +1 bonus.

Shock: Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 1d6 points of electricity damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; Price +1 bonus.

Shocking Burst: A shocking burst weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit. The electricity does not harm the wielder. In addition to the extra electricity damage from the shock ability, a shocking burst weapon deals an extra 1d10 points of electricity damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of electricity damage instead, and if the multiplier is ×4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition. Even if the shock ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; Price +2 bonus.

Speed: When making a full attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* spell.)

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *haste*; Price +3 bonus.

Spell Storing: A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) *Inflict serious wounds*, *contagion*, *blindness*, and *hold person* are all common choices for the stored spell. Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Strong evocation (plus aura of stored spell); CL 12th; Craft Magic Arms and Armor, creator must be a caster of at least 12th level; Price +1 bonus.

Thundering: A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A thundering weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d8 points of sonic damage instead, and if the multiplier is ×4, add an extra 3d8 points of sonic damage. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *blindness/deafness*; Price +1 bonus.

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *magic stone*; Price +1 bonus.

Unholy: An unholy weapon is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the unholy power upon their ammunition.

Moderate evocation [evil]; CL 7th; Craft Magic Arms and Armor, *unholy blight*, creator must be evil; Price +2 bonus.

Vicious: When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be vicious.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *enervation*; Price +1 bonus.

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. The DM may have to make judgment calls about this sword's effect. A vorpal weapon must be a slashing weapon. (If you roll this property randomly for an inappropriate weapon, reroll.)

Flame tongue

Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *circle of death*, *keen edge*; Price +5 bonus.

Wounding: A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *Mordenkainen's sword*; Price +2 bonus.

Specific Weapons

The following specific weapons usually are preconstructed with exactly the qualities described here.

Adamantine Battleaxe: This nonmagical axe is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 3,010 gp.

Adamantine Dagger: This nonmagical dagger is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 3,002 gp.

Assassin's Dagger: This wicked-looking, curved +2 *dagger* provides a +1 bonus to the DC of a Fortitude save forced by the death attack of an assassin.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *slay living*; Price 18,302 gp; Cost 9,302 gp + 720 XP.

Dagger of Venom: This black +1 *dagger* has a serrated edge. It allows the wielder to use a *poison* effect (as the spell, save DC 14) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the *poison* effect must be invoked in the same round that the dagger strikes.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *poison*; Price 8,302 gp; Cost 4,302 gp + 320 XP.

Dwarven Thrower: This weapon commonly functions as a +2 *warhammer*. In the hands of a dwarf, the warhammer gains an additional +1 enhancement bonus (for a total enhancement bonus of +3) and gains the returning special ability. It can be hurled with a 30-foot range increment. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, creator must be a dwarf of at least 10th level; Price 60,312 gp; Cost 30,312 gp + 2,400 XP.

Flame Tongue: This is a +1 *flaming burst longsword*. Once per day, the sword can blast forth a fiery ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of fire damage on a successful hit.

Moderate evocation; CL 12th; Craft Magic Arms and Armor, *scorching ray*, and *flame blade*, *flame strike*, or *fireball*; Price 20,715 gp; Cost 10,515 gp + 816 XP.

Frost Brand: This +3 *frost greatsword* sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire; the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take.

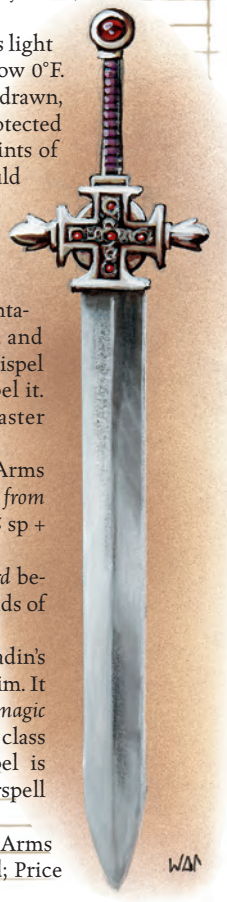
A *frost brand* extinguishes all nonmagical fires in its wielder's threatened area. As a standard action, it can also dispel lasting fire spells such as *wall of fire*, but not instantaneous effects such as *fireball*, *meteor swarm*, and *flame strike*, though you must succeed on a dispel check (1d20 +14) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Strong evocation; CL 14th; Craft Magic Arms and Armor, *ice storm*, *dispel magic*, *protection from energy*; Price 54,475 gp; Cost 27,375 gp and 5 sp + 2179 XP.

Holy Avenger: This +2 *cold iron longsword* becomes a +5 *holy cold iron longsword* in the hands of a paladin.

It provides spell resistance of 5 + the paladin's level to the wielder and anyone adjacent to him. It also enables the wielder to use *greater dispel magic* (once per round as a standard action) at the class level of the paladin. (Only the area dispel is possible, not the targeted dispel or counterspell versions of *greater dispel magic*.)

Strong abjuration; CL 18th; Craft Magic Arms and Armor, *holy aura*, creator must be good; Price 120,630 gp; Cost 60,630 gp + 4,800 XP.



Holy avenger

Javelin of Lightning: This javelin becomes a

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5d6 *lightning bolt* when thrown (Reflex DC 14 half). It is consumed in the attack.

Faint evocation; CL 5th; Craft Magic Arms and Armor, *lightning bolt*; Price 1,500 gp; Cost 750 gp + 30 XP.

Life-Drinker: This *+1 greataxe* is favored by undead and constructs, who do not suffer its drawback. A *life-drinker* bestows two negative levels on its target whenever it deals damage, just as if its target had been struck by an undead creature. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

Each time a *life-drinker* deals damage to a foe, it also bestows one negative level on the wielder. Any negative level gained by the wielder in this fashion lasts for 1 hour.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *enervation*; Price 40,320 gp; Cost 20,320 gp + 1,600 XP.

Luck Blade: This *+2 short sword* gives its possessor a +1 luck bonus on all saving throws. Its possessor also gains the power of good fortune, usable once per day. This extraordinary ability allows its possessor to reroll one roll that he just made. He must take the result of the reroll, even if it's worse than the original roll. In addition, a *luck blade* may contain up to three *wishes* (when randomly rolled, a *luck blade* holds 1d4–1 *wishes*, minimum 0). When the last *wish* is used, the sword remains a *+2 short sword*, still grants the +1 luck bonus, and still grants its reroll power.

Strong evocation; CL 17th; Craft Magic Arms and Armor, *wish* or *miracle*; Price 22,060 gp (0 *wishes*), 62,360 gp (1 *wish*), 102,660 gp (2 *wishes*), 142,960 gp (3 *wishes*); Cost 11,030 gp + 882 XP (0 *wishes*), 31,180 gp + 2,494 XP (1 *wish*); 51,330 gp + 4,106 XP (2 *wishes*), 71,480 gp + 5,718 XP (3 *wishes*).

Table 7–16: Specific Weapons

Minor	Medium	Major	Specific Weapon	Market Price
01–15	—	—	*Sleep arrow*	132 gp
16–25	—	—	*Screaming bolt*	267 gp
26–45	—	—	Silver dagger, masterwork	322 gp
46–65	—	—	Cold iron longsword, masterwork	330 gp
66–75	01–09	—	*Javelin of lightning*	1,500 gp
76–80	10–15	—	*Slaying arrow*	2,282 gp
81–90	16–24	—	Adamantine dagger	3,002 gp
91–100	25–33	—	Adamantine battleaxe	3,010 gp
—	34–37	—	*Slaying arrow (greater)*	4,057 gp
—	38–40	—	*Shatterspike*	4,315 gp
—	41–46	—	*Dagger of venom*	8,302 gp
—	47–51	—	*Trident of warning*	10,115 gp
—	52–57	01–04	*Assassin's dagger*	10,302 gp
—	58–62	05–07	*Shifter's sorrow*	12,780 gp
—	63–66	08–09	*Trident of fish command*	18,650 gp
—	67–74	10–13	*Flame tongue*	20,715 gp
—	75–79	14–17	*Luck blade (0 wishes)*	22,060 gp
—	80–86	18–24	*Sword of subtlety*	22,310 gp
—	87–91	25–31	*Sword of the planes*	22,315 gp
—	92–95	32–37	*Nine lives stealer*	23,057 gp
—	96–98	38–42	*Sword of life stealing*	25,715 gp
—	99–100	43–46	*Oathbow*	25,600 gp
—	—	47–51	*Mace of terror*	38,552 gp
—	—	52–57	*Life-drinker*	40,320 gp
—	—	58–62	*Sylvan scimitar*	47,315 gp
—	—	63–67	*Rapier of puncturing*	50,320 gp
—	—	68–73	*Sun blade*	50,335 gp
—	—	74–79	*Frost brand*	54,475 gp
—	—	80–84	*Dwarven thrower*	60,312 gp
—	—	85–91	*Luck blade (1 wish)*	62,360 gp
—	—	92–95	*Mace of smiting*	75,312 gp
—	—	96–97	*Luck blade (2 wishes)*	102,660 gp
—	—	98–99	*Holy avenger*	120,630 gp
—	—	100	*Luck blade (3 wishes)*	142,960 gp

Mace of Smiting: This *+3 adamantine heavy mace* has a +5 enhancement bonus against constructs, and any critical hit dealt to a construct completely destroys it (no saving throw). A critical hit dealt to an outsider deals ×4 damage rather than ×2.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *disintegrate*; Price 75,312 gp; Cost 39,312 gp + 2,880 XP.

Mace of Terror: On command, this *+2 heavy mace* causes the wielder's clothes and appearance to transform into an illusion of darkest horror such that living creatures in a 30-foot cone become panicked as if by a *fear* spell (Will DC 16 partial). They take a –2 morale penalty on saving throws, and they flee from the wielder. The wielder may use this ability up to three times per day.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *fear*; Price 38,552 gp; Cost 19,276 gp + 1,542 XP.

Masterwork Cold Iron Longsword: This nonmagical longsword is crafted out of cold iron. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 330 gp.

Nine Lives Stealer: This longsword always performs as a *+2 longsword*, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple *+2 longsword* (with a hint of evil about it). A critical hit must be dealt for the sword's death-dealing ability to function, and this weapon has no effect on creatures not subject to critical hits. The victim is entitled to a DC 20 Fortitude save to avoid death. If the save is successful, the sword's death-dealing ability does not function, no use of the ability is expended, and normal critical damage is determined. This sword is evil, and any good character attempting to wield it gains two negative levels. These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Strong necromancy [evil]; CL 13th; Craft Magic Arms and Armor, *finger of death*; Price 23,057 gp; Cost 11,528 gp 5 sp + 922 XP.

Oathbow: Of elven make, this white *+2 composite longbow* (+2 Str bonus) whispers "Swift defeat to my enemies" in Elven when nocked and pulled. Once per day, if the firer swears aloud to slay his target (a free action), the bow's whisper becomes the low shout "Swift death to those who have wronged me." Against such a sworn enemy, the bow has a +5 enhancement bonus, and arrows launched from it deal an additional 2d6 points of damage (and ×4 on a critical hit instead of the normal ×3). However, the bow is treated as only a masterwork weapon against all foes other than the sworn enemy, and the wielder takes a –1 penalty on attack rolls with any weapon other than the *oathbow*. These bonuses and penalties last for seven days or until the sworn enemy is slain or destroyed by the wielder of the *oathbow*, whichever comes first.

The *oathbow* may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the *oathbow*'s special power again until 24 hours have passed from the time he made the oath.

Strong evocation; CL 15th; Craft Magic Arms and Armor, creator must be an elf; Price 25,600 gp; Cost 13,100 gp + 1,000 XP.

Rapier of Puncturing: Three times per day, this *+2 wounding rapier* allows the wielder to make a touch attack with the weapon that deals 1d6 points of Constitution damage by draining blood. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *harm*; Price 50,320 gp; Cost 25,320 gp + 2,000 XP.

Screaming Bolt: One of these *+2 bolts* screams when fired, forcing all enemies of the wielder within 20 feet of the path of the bolt to succeed on a DC 14 Will save or become shaken. This is a mind-affecting fear effect.

Faint enchantment; CL 5th; Craft Magic Arms and Armor, *doom*; Price 267gp; Cost 128 gp and 5 sp + 10 XP.

Shatterspike: Wielders without the Improved Sunder feat use *Shatterspike* as a *+1 longsword* only; wielders with the Improved Sunder feat add a +4 bonus (including the sword's +1 enhancement bonus) to the opposed roll when attempting to strike a foe's weapon. If successful, *Shatterspike* deals 1d8+4 points of damage plus the wielder's Strength modifier to the target weapon (the target weapon's hardness must still be overcome with each hit). *Shatterspike* can damage weapons with an enhancement bonus of +4 or lower.

Strong evocation; CL 13th; Str 13, Craft Arms and Armor, Power Attack, Improved Sunder, *shatter*; Price 4,315 gp; Cost 2,315 gp + 160 XP; Weight 4 lb.

Shifter's Sorrow: This *+1/+1 two-bladed sword* has blades of alchemical silver. The weapon deals an extra 2d6 points of damage against any creature with the shapechanger subtype.

When a shapechanger or a creature in an alternate form (such as a druid using wild shape) is struck by the weapon, it must make a DC 15 Will save or return to its natural form.

Strong transmutation; CL 15th; Craft Arms and Armor, *baleful polymorph*; Price 12,780 gp; Cost 6,780 gp + 480 XP; Weight 10 lb.

Silver Dagger, Masterwork: This masterwork alchemical silver dagger is nonmagical. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 322 gp.

d%	Designated Type or Subtype
01–05	Aberrations
06–09	Animals
10–16	Constructs
17–22	Dragons
23–27	Elementals
28–32	Fey
33–39	Giants
40	Humanoids, aquatic
41–42	Humanoids, dwarf
43–44	Humanoids, elf
45	Humanoids, gnoll
46	Humanoids, gnome
47–49	Humanoids, goblinoid
50	Humanoids, halfling
51–54	Humanoids, human
55–57	Humanoids, reptilian
58–60	Humanoids, orc
61–65	Magical beasts
66–70	Monstrous humanoids
71–72	Oozes
73	Outsiders, air
74–76	Outsiders, chaotic
77	Outsiders, earth
78–80	Outsiders, evil
81	Outsiders, fire
82–84	Outsiders, good
85–87	Outsiders, lawful
88	Outsiders, water
89–90	Plants
91–98	Undead
99–100	Vermin

Slaying Arrow: This *+1 arrow* is keyed to a particular type or subtype of creature. If it strikes such a creature, the target must make a DC 20 Fortitude save or die (or, in the case of unliving targets, be destroyed) instantly. Note that even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus *death ward* protects a target). To determine the type or subtype of creature the arrow is keyed to, roll on the previous table.

A *greater slaying arrow* functions just like a normal *slaying arrow*, but the DC to avoid the death effect is 23.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *finger of death* (*slaying arrow*) or heightened *finger of death* (*greater slaying arrow*); Price 2,282 gp (*slaying arrow*) or 4,057 gp (*greater slaying arrow*); Cost 1,144 gp 5 sp + 91 XP (*slaying arrow*) or 2,032 gp + 162 XP (*greater slaying arrow*).

Sleep Arrow: This *+1 arrow* is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals nonlethal damage (in the same amount as would be lethal damage) and forces the target to make a DC 11 Will save or fall asleep.

Faint enchantment; CL 5th; Craft Magic Arms and Armor, *sleep*; Price 132 gp; Cost 69 gp 5 sp + 5 XP.

Sun Blade: This sword is the size of a bastard sword. However, a *sun blade* is wielded as if it were a short sword with respect to weight and ease of use. (In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.) Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally, but the benefits of those feats do not stack.

In normal combat, the glowing golden blade of the weapon is equal to a *+2 bastard sword*. Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and ×3 on a critical hit instead of the usual ×2).

The blade also has a special *sunlight* power. Once per day, the wielder can swing the blade vigorously above his head while speaking a command word. The *sunblade* then sheds a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword wielder and extends outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely. All *sun blades* are of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *daylight*, creator must be good; Price 50,335 gp; Cost 25,335 gp + 2,000 XP.

Sword of Life Stealing: This black iron *+2 longsword* bestows a negative level when it deals a critical hit. The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last for 24 hours. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

Strong necromancy; CL 17th; Craft Magic Arms and Armor, *enervation*; Price 25,715 gp; Cost 12,857 gp and 5 sp + 1,029 XP.

Sword of the Planes: This longsword has an enhancement bonus of +1 on the Material Plane, but on any Elemental Plane its enhancement bonus increases to +2. (The +2 enhancement bonus also applies on the Material Plane when the weapon is used against elementals.) It operates as a *+3 longsword* on the Astral Plane or the Ethereal Plane or when used against opponents native to either of those planes. On any other plane, or against any outsider, it functions as a *+4 longsword*.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *plane shift*; Price 22,315 gp; Cost 11,157 gp and 5 sp + 893 XP.

Sword of Subtlety: A *+1 short sword* with a thin, dull gray blade, this weapon provides a +4 bonus on its wielder's attack and damage rolls when he is making a sneak attack with it.

Moderate illusion; CL 7th; Craft Magic Arms and Armor, *blur*; Price 22,310 gp; Cost 11,155 gp + 892 XP.

Sylvan Scimitar: This +3 *scimitar*, when used outdoors in a temperate climate, grants its wielder the use of the Cleave feat and deals an extra 1d6 points of damage.

Moderate evocation; CL 11th; Craft Magic Arms and Armor, *divine power* or creator must be a 7th-level druid; Price 47,315gp; Cost 23,657 gp and 5 sp + 1,893 XP.

Trident of Fish Command: The magical properties of this +1 *trident* with a 6-foot-long haft enable its wielder to *charm* up to 14 HD of aquatic animals (Will DC 16 negates, animals get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a *speak with animals* spell. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident.

Moderate enchantment; CL 7th; Craft Magic Arms and Armor, *speak with animals*; Price 18,650 gp; Cost 9,325 gp + 746 XP.

Trident of Warning: A weapon of this type enables its wielder to determine the location, depth, kind, and number of aquatic predators within 680 feet. A *trident of warning* must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 680 feet. The weapon is otherwise a +2 *trident*.

Moderate divination; CL 7th; Craft Magic Arms and Armor, *locate creature*; Price 10,115 gp; Cost 5,057 gp and 5 sp + 405 XP.

POTIONS AND OILS

A potion is a magic liquid that produces its effect when imbibed. Magic oils are similar to potions, except that oils are applied externally rather than imbibed. A potion or oil can be used only once. It can duplicate the effect of a spell of up to 3rd level that has a casting time of less than 1 minute.

Potions are like spells cast upon the imbiber. The character taking the potion doesn't get to make any decisions about the effect—the caster who brewed the potion has already done so. For example, a *potion of protection from energy* is always designed to protect against a specific energy type chosen by the creator, not the drinker. The drinker of a potion is both the effective target and the caster of the effect (though the potion indicates the caster level, the drinker still controls the effect, such as with *levitate*).

The person applying an oil is the effective caster, but the object is the target. When a character applies *oil of speak with dead*, the character is the one asking the questions.

Physical Description: A typical potion or oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 1 inch wide and 2 inches high. The vial has AC 13, 1 hit point, hardness 1, and a break DC of 12. Vials hold 1 ounce of liquid.

Identifying Potions: In addition to the standard methods of identification, PCs can sample from each container they find to attempt to determine the nature of the liquid inside. An experienced character learns to identify potions by memory—for example, the last time he tasted a liquid that reminded him of almonds, it turned out to be a *potion of cure moderate wounds*. (You can reward players who keep records of potion sampling by always having the same type of potion taste the same—or you can cross them up by occasionally having the almond-flavored potion be something other than a *potion of cure moderate wounds*.)

Activation: Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. The following rules govern potion and oil use.

Drinking a potion or using an oil on an item of gear is a standard action. The potion or oil takes effect immediately.

Using a potion or oil provokes attacks of opportunity. A successful attack (including grappling attacks) against the character forces a Concentration check (as for casting a spell). If the character fails this check, he cannot drink the potion. An enemy may direct an attack of opportunity against the potion or oil container rather than against the character. A successful attack of this sort can destroy the container (see page 165 of the *Player's Handbook*).

A creature must be able to swallow a potion or smear on an oil. Because of this, incorporeal creatures cannot use potions or oils.

Any corporeal creature can imbibe a potion. The potion must be swallowed. Any corporeal creature can use an oil.

A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature's throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature.

Random Generation: To generate potions and oils randomly, roll on Table 7–17: Potions and Oils (see the following page).

Potions WR

Potion Descriptions

Because standard potions are simply spells in liquid form, refer to the spell description in the *Player's Handbook* for all pertinent details. The caster level for a standard potion is the minimum caster level needed to cast the spell (unless otherwise specified).

RINGS

Rings bestow magical powers upon their wearers. Only a rare few have charges. Anyone can use a ring.

A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

Physical Description: Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal—usually precious metals such as gold, silver, and platinum. A ring has AC 13, 2 hit points, hardness 10, and a break DC of 25.

Activation: Usually, a ring's ability is activated by a command word (a standard action that does not provoke attacks of opportunity) or it works continually. Some rings have exceptional activation methods, according to their descriptions.

Random Generation: To generate rings randomly, roll on Table 7–18: Rings (see page 231).

Special Qualities: Roll d%. A result of 01–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes.

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Table 7–17: Potions and Oils

Minor	Medium	Major	Potion or Oil	Market Price
01–10	—	—	*Cure light wounds* (potion)	50 gp
11–13	—	—	*Endure elements* (potion)	50 gp
14–15	—	—	*Hide from animals* (potion)	50 gp
16–17	—	—	*Hide from undead* (potion)	50 gp
18–19	—	—	*Jump* (potion)	50 gp
20–22	—	—	*Mage armor* (potion)	50 gp
23–25	—	—	*Magic fang* (potion)	50 gp
26	—	—	*Magic stone* (oil)	50 gp
27–29	—	—	*Magic weapon* (oil)	50 gp
30	—	—	*Pass without trace* (potion)	50 gp
31–32	—	—	*Protection from (alignment)* (potion)	50 gp
33–34	—	—	*Remove fear* (potion)	50 gp
35	—	—	*Sanctuary* (potion)	50 gp
36–38	—	—	*Shield of faith +2* (potion)	50 gp
39	—	—	*Shillelagh* (oil)	50 gp
40–41	01–02	—	*Bless weapon* (oil)	100 gp
42–44	03–04	—	*Enlarge person* (potion)	250 gp
45	05	—	*Reduce person* (potion)	250 gp
46–47	06	—	*Aid* (potion)	300 gp
48–50	07	—	*Barkskin +2* (potion)	300 gp
51–53	08–10	—	*Bear's endurance* (potion)	300 gp
54–56	11–13	01–02	*Blur* (potion)	300 gp
57–59	14–16	—	*Bull's strength* (potion)	300 gp
60–62	17–19	—	*Cat's grace* (potion)	300 gp
63–67	20–27	03–07	*Cure moderate wounds* (potion)	300 gp
68	28	—	*Darkness* (oil)	300 gp
69–71	29–30	08–09	*Darkvision* (potion)	300 gp
72–74	31	—	*Delay poison* (potion)	300 gp
75–76	32–33	—	*Eagle's splendor* (potion)	300 gp
77–78	34–35	—	*Fox's cunning* (potion)	300 gp
79–81	36–37	10–11	*Invisibility* (potion or oil)	300 gp
82–84	38	12	*Lesser restoration* (potion)	300 gp
85–86	39	—	*Levitate* (potion or oil)	300 gp
87	40	—	*Misdirection* (potion)	300 gp
88–89	41–42	—	*Owl's wisdom* (potion)	300 gp
90–91	43	—	*Protection from arrows 10/magic* (potion)	300 gp
92–93	44	13	*Remove paralysis* (potion)	300 gp
94–96	45–46	—	*Resist energy (type) 10* (potion)	300 gp
97	47–48	14	*Shield of faith +3* (potion)	300 gp
98–99	49	—	*Spider climb* (potion)	300 gp
100	50	15	*Undetectable alignment* (potion)	300 gp
—	51	16	*Barkskin +3* (potion)	600 gp
—	52	17–18	*Shield of faith +4* (potion)	600 gp
—	53–55	19–20	*Resist energy (type) 20* (potion)	700 gp
—	56–60	21–28	*Cure serious wounds* (potion)	750 gp
—	61	29	*Daylight* (oil)	750 gp
—	62–64	30–32	*Displacement* (potion)	750 gp
—	65	33	*Flame arrow* (oil)	750 gp
—	66–68	34–38	*Fly* (potion)	750 gp
—	69	39	*Gaseous form* (potion)	750 gp
—	70–71	—	*Greater magic fang +1* (potion)	750 gp
—	72–73	—	*Greater magic weapon +1* (oil)	750 gp
—	74–75	40–41	*Haste* (potion)	750 gp
—	76–78	42–44	*Heroism* (potion)	750 gp
—	79–80	45–46	*Keen edge* (oil)	750 gp
—	81	47	*Magic circle against (alignment)* (potion)	750 gp
—	82–83	—	*Magic vestment +1* (oil)	750 gp
—	84–86	48–50	*Neutralize poison* (potion)	750 gp
—	87–88	51–52	*Nondetection* (potion)	750 gp
—	89–91	53–54	*Protection from energy (type)* (potion)	750 gp
—	92–93	55	*Rage* (potion)	750 gp
—	94	56	*Remove blindness/deafness* (potion)	750 gp
—	95	57	*Remove curse* (potion)	750 gp
—	96	58	*Remove disease* (potion)	750 gp
—	97	59	*Tongues* (potion)	750 gp
—	98–99	60	*Water breathing* (potion)	750 gp
—	100	61	*Water walk* (potion)	750 gp
—	—	62–63	*Barkskin +4* (potion)	900 gp
—	—	64	*Shield of faith +5* (potion)	900 gp
—	—	65	*Good hope* (potion)	1,050 gp
—	—	66–68	*Resist energy (type) 30* (potion)	1,100 gp
—	—	69	*Barkskin +5* (potion)	1,200 gp
—	—	70–73	*Greater magic fang +2* (potion)	1,200 gp
—	—	74–77	*Greater magic weapon +2* (oil)	1,200 gp
—	—	78–81	*Magic vestment +2* (oil)	1,200 gp
—	—	82	*Protection from arrows 15/magic* (potion)	1,500 gp
—	—	83–85	*Greater magic fang +3* (potion)	1,800 gp
—	—	86–88	*Greater magic weapon +3* (oil)	1,800 gp
—	—	89–91	*Magic vestment +3* (oil)	1,800 gp
—	—	92–93	*Greater magic fang +4* (potion)	2,400 gp
—	—	94–95	*Greater magic weapon +4* (oil)	2,400 gp
—	—	96–97	*Magic vestment +4* (oil)	2,400 gp
—	—	98	*Greater magic fang +5* (potion)	3,000 gp
—	—	99	*Greater magic weapon +5* (oil)	3,000 gp
—	—	100	*Magic vestment +5* (oil)	3,000 gp

Ring Descriptions

Rings are some of the most coveted and generally useful magic items. Standard rings are described below.

Animal Friendship: On command, this ring affects an animal as if the wearer had cast *charm animal*.

Faint enchantment; CL 3rd; Forge Ring, *charm animal*; Price 10,800 gp.

Blinking: On command, this ring makes the wearer blink, as with the *blink* spell.

Moderate transmutation; CL 7th; Forge Ring, *blink*; Price 27,000 gp.

Chameleon Power: As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings. This provides a +10 competence bonus on his Hide checks. As a standard action, he can also command the ring to utilize the spell *disguise self* as often as he wants.

Faint illusion; CL 3rd; Forge Ring, *disguise self, invisibility*; Price 12,700 gp.

Climbing: This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +5 competence bonus on Climb checks.

Faint transmutatation; CL 5th; Forge Ring, creator must have 5 ranks in the Climb skill; Price 2,500 gp.

Climbing, Improved: As climbing, except it grants a +10 competence bonus on its wearer's Climb checks.

Faint transmutation; CL 5th; Forge Ring, creator must have 10 ranks in the Climb skill; Price 10,000 gp.

Counterspells: This ring might seem to be a *ring of spell storing* upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

Moderate evocation; CL 11th; Forge Ring, *imbue with spell ability*; Price 4,000 gp.

Djinni Calling: One of the many rings of fable, this "genie" ring is most useful indeed. It serves as a special *gate* by means of which a specific djinni can be called from the Elemental Plane of

Air. When the ring is rubbed (a standard action), the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless. See the *Monster Manual* for details of a djinni's abilities.

Strong conjuration; CL 17th; Forge Ring, *gate*; Price 125,000 gp.

Elemental Command: All four kinds of *elemental command* rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (see below), but each has certain other powers as well as the following common properties.

Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (as *charm monster*, Will DC 17 negates). If the *charm* attempt fails, however, absolute protection is lost and no further attempt at *charming* can be made.

Table 7–18: Rings

Minor	Medium	Major	Ring	Market Price
01–18	—	—	*Protection +1*	2,000 gp
19–28	—	—	*Feather falling*	2,200 gp
29–36	—	—	*Sustenance*	2,500 gp
37–44	—	—	*Climbing*	2,500 gp
45–52	—	—	*Jumping*	2,500 gp
53–60	—	—	*Swimming*	2,500 gp
61–70	01–05	—	*Counterspells*	4,000 gp
71–75	06–08	—	*Mind shielding*	8,000 gp
76–80	09–18	—	*Protection +2*	8,000 gp
81–85	19–23	—	*Force shield*	8,500 gp
86–90	24–28	—	*Ram*	8,600 gp
—	29–34	—	*Climbing, improved*	10,000 gp
—	35–40	—	*Jumping, improved*	10,000 gp
—	41–46	—	*Swimming, improved*	10,000 gp
91–93	47–51	—	*Animal friendship*	10,800 gp
94–96	52–56	01–02	*Energy resistance, minor*	12,000 gp
97–98	57–61	—	*Chameleon power*	12,700 gp
99–100	62–66	—	*Water walking*	15,000 gp
—	67–71	03–07	*Protection +3*	18,000 gp
—	72–76	08–10	*Spell storing, minor*	18,000 gp
—	77–81	11–15	*Invisibility*	20,000 gp
—	82–85	16–19	*Wizardry (I)*	20,000 gp
—	86–90	20–25	*Evasion*	25,000 gp
—	91–93	26–28	*X-ray vision*	25,000 gp
—	94–97	29–32	*Blinking*	27,000 gp
—	98–100	33–39	*Energy resistance, major*	28,000 gp
—	—	40–49	*Protection +4*	32,000 gp
—	—	50–55	*Wizardry (II)*	40,000 gp
—	—	56–60	*Freedom of movement*	40,000 gp
—	—	61–63	*Energy resistance, greater*	44,000 gp
—	—	64–65	*Friend shield* (pair)	50,000 gp
—	—	66–70	*Protection +5*	50,000 gp
—	—	71–74	*Shooting stars*	50,000 gp
—	—	75–79	*Spell storing*	50,000 gp
—	—	80–83	*Wizardry (III)*	70,000 gp
—	—	84–86	*Telekinesis*	75,000 gp
—	—	87–88	*Regeneration*	90,000 gp
—	—	89	*Three wishes*	97,950 gp
—	—	90–92	*Spell turning*	98,280 gp
—	—	93–94	*Wizardry (IV)*	100,000 gp
—	—	95	*Djinni calling*	125,000 gp
—	—	96	*Elemental command (air)*	200,000 gp
—	—	97	*Elemental command (earth)*	200,000 gp
—	—	98	*Elemental command (fire)*	200,000 gp
—	—	99	*Elemental command (water)*	200,000 gp
—	—	100	*Spell storing, major*	200,000 gp

Creatures from the plane to which the ring is attuned who attack the wearer take a –1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him. Fear, hatred, and respect are determined by the DM.

The possessor of a *ring of elemental command* takes a saving throw penalty as follows:

Element	Saving Throw Penalty
Air	–2 against earth-based effects
Earth	–2 against air- or electricity-based effects
Fire	–2 against water- or cold-based effects
Water	–2 against fire-based effects

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind.

Ring of Elemental Command (Air)
- *Feather fall* (unlimited use, wearer only)
- *Resist energy (electricity)* (unlimited use, wearer only)
- *Gust of wind* (twice per day)
- *Wind wall* (unlimited use)
- *Air walk* (once per day, wearer only)
- *Chain lightning* (once per week)

The ring appears to be a *ring of feather falling* until a certain condition is met, such as having the ring immersed in holy water, single-handedly slaying an air elemental, or whatever the DM determines necessary to activate its full potential. It must be reactivated each time a new wearer acquires it.

Ring of Elemental Command (Earth)
- *Meld into stone* (unlimited use, wearer only)
- *Soften earth or stone* (unlimited use)
- *Stone shape* (twice per day)
- *Stoneskin* (once per week, wearer only)
- *Passwall* (twice per week)
- *Wall of stone* (once per day)

The ring exhibits only the first ability mentioned above until the DM-established condition is met.

Ring of Elemental Command (Fire)
- *Resist energy (fire)* (as a *major ring of energy resistance [fire]*)
- *Burning hands* (unlimited use)
- *Flaming sphere* (twice per day)
- *Pyrotechnics* (twice per day)
- *Wall of fire* (once per day)
- *Flame strike* (twice per week)

The ring appears to be a *major ring of energy resistance (fire)* until the DM-established condition is met.

Ring of Elemental Command (Water)
- *Water walk* (unlimited use)
- *Create water* (unlimited use)
- *Water breathing* (unlimited use)
- *Wall of ice* (once per day)
- *Ice storm* (twice per week)
- *Control* water (twice per week)

The ring appears to be a *ring of water walking* until the DM-established condition is met.

Strong conjuration; CL 15th; Forge Ring, *summon monster VI*, all appropriate spells; Price 200,000 gp.

Energy Resistance: This reddish iron ring continually protects the wearer from damage from one type of energy—acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.

A *minor ring of energy resistance* grants 10 points of resistance. A *major ring of energy resistance* grants 20 points of resistance. A *greater ring of energy resistance* grants 30 points of resistance.

Faint (minor or major) or moderate (greater) abjuration; CL 3rd (minor), 7th (major), or 11th (greater); Forge Ring, *resist energy*; Price 12,000 gp (minor), 28,000 gp (major), 44,000 gp (greater).

Evasion: This ring continually grants the wearer the ability to avoid damage as if he had evasion. Whenever he makes a Reflex saving throw to determine whether he takes half damage, a successful save results in no damage.

Moderate transmutation; CL 7th; Forge Ring, *jump*; Price 25,000 gp.

Feather Falling: This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

Faint transmutation; CL 1st; Forge Ring, *feather fall*; Price 2,200 gp.

Force Shield: An iron band, this simple ring generates a shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.

Moderate evocation; CL 9th; Forge Ring, *wall of force*; Price 8,500 gp.

Freedom of Movement: This gold ring allows the wearer to act as if continually under the effect of a *freedom of movement* spell.

Moderate abjuration; CL 7th; Forge Ring, *freedom of movement*; Price 40,000 gp.

Friend Shield: These curious rings always come in pairs. A *friend shield* ring without its mate is useless. Either wearer of one of a pair of the rings can, at any time, command his ring to cast a *shield other* spell with the wearer of the mated ring as the recipient. This effect has no range limitation.

Moderate abjuration; CL 10th; Forge Ring, *shield other*; Price 50,000 gp (for a pair).

Invisibility: By activating this simple silver ring, the wearer can benefit from *invisibility*, as the spell.

Faint illusion; CL 3rd; Forge Ring, *invisibility*; Price 20,000 gp.

Jumping: This ring continually allows the wearer to leap about, providing a +5 competence bonus on all his Jump checks.

Faint transmutation; CL 2nd; Forge Ring, creator must have 5 ranks in the Jump skill; Price 2,500 gp.

Jumping, Improved: As jumping, except it grants a +10 competence bonus on its wearer's Jump check.

Moderate transmutation; CL 7th; Forge Ring, creator must have 10 ranks in the Jump skill; Price 10,000 gp.

Mind Shielding: This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern his alignment.

Faint aburation; CL 3rd; Forge Ring, *nondetection*; Price 8,000 gp.

Protection: This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

Faint abjuration; CL 5th; Forge Ring, *shield of faith*, caster must be of a level at least three times greater than the bonus of the ring; Price 2,000 gp (*ring +1*); 8,000 gp (*ring +2*); 18,000 gp (*ring +3*); 32,000 gp (*ring +4*); 50,000 gp (*ring +5*).

Ram: The *ring of the ram* is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram (or a billy goat) as its device.

The wearer can command the ring to give forth a ramlike force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance. The ring is useful for knocking opponents off parapets or ledges, among other things.

The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring-wearer. (The ram has Strength 25 and is Large.) The ram gains a +1 bonus on the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.

In addition to its attack mode, the *ring of the ram* also has the power to open doors as if it were a character with Strength 25. If 2 charges are expended, the effect is equivalent to a character with Strength 27. If 3 charges are expended, the effect is that of a character with Strength 29.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Moderate transmutation; CL 9th; Forge Ring, *bull's strength*, *telekinesis*; Price 8,600 gp.

Regeneration: This white gold ring continually allows a living wearer to heal 1 point of damage per level every hour rather than every day. (This ability cannot be aided by the Heal skill.) Nonlethal damage heals at a rate of 1 point of damage per level every 5 minutes. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring *regenerates* it as the spell. In either case, only damage taken while wearing the ring is regenerated.

Strong conjuration; CL 15th; Forge Ring, *regenerate*; Price 90,000 gp.

Shooting Stars: This ring has two modes of operation, one for being in shadowy darkness or outdoors at night and a second one when the wearer is underground or indoors at night.

During the night under the open sky or in areas of shadow or darkness, the *ring of shooting stars* can perform the following functions on command.

- *Dancing lights* (once per hour)
- *Light* (twice per night)
- *Ball lightning* (special, once per night)
- *Shooting stars* (special, three per week)

The first special function, *ball lightning*, releases one to four balls of lightning (ring wearer's choice). These glowing globes resemble *dancing lights*, and the ring wearer controls them in the same fashion (see the *dancing lights* spell description in the *Player's Handbook*). The spheres have a 120-foot range and a duration of 4 rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature who comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process according to the number of balls created.

Number of Balls	Damage per Ball
4 lightning balls	1d6 points of damage each
3 lightning balls	2d6 points of damage each
2 lightning balls	3d6 points of damage each
1 lightning ball	4d6 points of damage

Once the *ball lightning* function is activated, the balls can be released at any time before the sun rises. (Multiple balls can be released in the same round.)

The second special function produces three *shooting stars* that can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and spread (as a *fireball*) in a 5-foot-radius sphere for 24 points of fire damage.

Any creature struck by a *shooting star* takes full damage from impact plus full fire damage from the spread unless it makes a DC 13

Reflex save. Creatures not struck but within the spread ignore the impact damage and take only half damage from the fire spread on a successful DC 13 Reflex save. Range is 70 feet, at the end of which the *shooting star* explodes, unless it strikes a creature or object before that. A *shooting star* always follows a straight line, and any creature in its path must make a save or be hit by the projectile.

Indoors at night, or underground, the *ring of shooting stars* has the following properties.

- *Faerie fire* (twice per day)
- *Spark shower* (special, once per day)

The *spark shower* is a flying cloud of sizzling purple sparks that fan out from the ring for a distance of 20 feet in an arc 10 feet wide. Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying a metal weapon. Those wearing metal armor and/or carrying a metal weapon take 4d8 points of damage.

Strong evocation; CL 12th; Forge Ring, *light, faerie fire, fireball, lightning bolt*; Price 50,000 gp.

Spell Storing, Minor: A *minor ring of spell storing* contains up to three levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture). The activation time for the ring is same as the casting time for the relevant spell, with a minimum of 1 standard action.

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it (see the Scrolls section later in this chapter). If you roll a spell that would put the ring over the three-level limit, ignore that roll; the ring has no more spells in it. (Not every newly discovered ring need be fully charged.)

Ring of three wishes

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than three. Metamagic versions of spells take up storage space equal to their spell level modified by the metamagic feat. A spellcaster can use a scroll to put a spell into the *minor ring of spell storing*.

A wizard could cast two *magic missile* spells and a *mage armor* spell into the ring (1 + 1 + 1 = 3). He could then give the ring to a druid, who casts the *mage armor* spell from the ring and then puts a *calm animal* spell into the ring. The druid could give the ring to a barbarian, who could use all the spells but could not replace any.

The ring magically imparts to the wearer the names of all spells currently stored within it.

Faint evocation; CL 5th; Forge Ring, *imbue with spell ability*; Price 18,000 gp.

Spell Storing: As the *minor ring of spell storing*, except it holds up to five levels of spells.

Moderate evocation; CL 9th; Forge Ring, *imbue with spell ability*; Price 50,000 gp.

Spell Storing, Major: As the *minor ring of spell storing*, except it holds up to ten levels of spells.

Strong evocation; CL 17th; Forge Ring, *imbue with spell ability*; Price 200,000 gp.

Spell Turning: Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer, exactly as if *spell turning* had been cast upon the wearer.

Strong abjuration; CL 13th; Forge Ring, *spell turning*; Price 98,280 gp.

Sustenance: This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

Faint conjuration; CL 5th; Forge Ring, *create food and water*; Price 2,500 gp.

Swimming: This silver ring has a wave pattern etched into the band. It continually grants the wearer a +5 competence bonus on Swim checks.

Faint transmutation; CL 2nd; Forge Ring, creator must have 5 ranks in the Swim skill; Price 2,500 gp.

Swimming, Improved: As swimming, except it grants a +10 competence bonus on its wearer's Swim checks.

Moderate transmutation; CL 7th; Forge Ring, creator must have 10 ranks in the Swim skill; Price 10,000 gp.

Telekinesis: This ring allows the caster to use the spell *telekinesis* on command.

Moderate transmutation; CL 9th; Forge Ring, *telekinesis*; Price 75,000 gp.

Three Wishes: This ring is set with three rubies. Each ruby stores a *wish* spell, activated by the ring. When a *wish* is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the *wishes* are used, the ring becomes a nonmagical item.

Strong evocation (if *miracle* is used); CL 20th; Forge Ring, *wish* or *miracle*; Price 97,950 gp; Cost 11,475 gp + 15,918 XP.

Water Walking: This ring, set with an opal, allows the wearer to continually utilize the effects of the spell *water walk*.

Moderate transmutation; CL 9th; Forge Ring, *water walk*; Price 15,000 gp.

Wizardry: This special ring comes in four kinds (*ring of wizardry I, ring of wizardry II, ring of wizardry III,* and *ring of wizardry IV*), all of them useful only to arcane spellcasters. The wearer's arcane spells per day are doubled for one specific spell level. A *ring of wizardry I* doubles 1st-level spells, a *ring of wizardry II* doubles 2nd-level spells, a *ring of wizardry III* doubles 3rd-level spells, and a *ring of wizardry IV* doubles 4th-level spells. Bonus spells from high ability scores or school specialization are not doubled.

Moderate (*wizardry I*) or strong (*wizardry II–IV*) (no school); CL 11th (I), 14th (II), 17th (III), 20th (IV); Forge Ring, *limited wish*; Price 20,000 gp (I), 40,000 gp (II), 70,000 gp (III), 100,000 gp (IV).

X-Ray Vision: On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. (For example, if the wearer looks into a locked chest, he can see inside even if there's no light within.) X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.

Using the ring is physically exhausting, causing the wearer 1 point of Constitution damage per minute after the first 10 minutes of use in a single day.

Moderate divination; CL 6th; Forge Ring, *true seeing*; Price 25,000 gp.

RODS

Rods are scepterlike devices that have unique magical powers and do not usually have charges. Anyone can use a rod.

Physical Description: Rods weigh approximately 5 pounds. They range from 2 feet to 3 feet long and are usually made of iron or some other metal. (Many, as noted in their descriptions, can function as light maces or clubs due to their sturdy construction.) These sturdy items have AC 9, 10 hit points, hardness 10, and a break DC of 27.

Activation: Details relating to rod use vary from item to item. See the individual descriptions for specifics.

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Random Generation: To generate rods randomly, roll on Table 7–19: Rods.

Special Qualities: Roll d%. A 01–31 result indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes.

Table 7–19: Rods

Medium	Major	Rod	Market Price
01–07	—	Metamagic, *Enlarge, lesser*	3,000 gp
08–14	—	Metamagic, *Extend, lesser*	3,000 gp
15–21	—	Metamagic, *Silent, lesser*	3,000 gp
22–28	—	*Immovable*	5,000 gp
29–35	—	Metamagic, *Empower, lesser*	9,000 gp
36–42	—	*Metal and mineral detection*	10,500 gp
43–53	01–04	*Cancellation*	11,000 gp
54–57	05–06	Metamagic, *Enlarge*	11,000 gp
58–61	07–08	Metamagic, *Extend*	11,000 gp
62–65	09–10	Metamagic, *Silent*	11,000 gp
66–71	11–14	*Wonder*	12,000 gp
72–79	15–18	*Python*	13,000 gp
80–83	—	Metamagic, *Maximize, lesser*	14,000 gp
84–89	19–21	*Flame extinguishing*	15,000 gp
90–97	22–25	*Viper*	19,000 gp
—	26–30	*Enemy detection*	23,500 gp
—	31–36	Metamagic, *Enlarge, greater*	24,500 gp
—	37–42	Metamagic, *Extend, greater*	24,500 gp
—	43–48	Metamagic, *Silent, greater*	24,500 gp
—	49–53	*Splendor*	25,000 gp
—	54–58	*Withering*	25,000 gp
98–99	59–64	Metamagic, *Empower*	32,500 gp
—	65–69	*Thunder and lightning*	33,000 gp
100	70–73	Metamagic, *Quicken, lesser*	35,000 gp
—	74–77	*Negation*	37,000 gp
—	78–80	*Absorption*	50,000 gp
—	81–84	*Flailing*	50,000 gp
—	85–86	Metamagic, *Maximize*	54,000 gp
—	87–88	*Rulership*	60,000 gp
—	89–90	*Security*	61,000 gp
—	91–92	*Lordly might*	70,000 gp
—	93–94	Metamagic, *Empower, greater*	73,000 gp
—	95–96	Metamagic, *Quicken*	75,500 gp
—	97–98	*Alertness*	85,000 gp
—	99	Metamagic, *Maximize, greater*	121,500 gp
—	100	Metamagic, *Quicken, greater*	170,000 gp

Rod Descriptions

Although all rods are generally scepterlike, their configurations and abilities run the magical gamut. Standard rods are described below.

Absorption: This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or his gear. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of his own. He can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept. For example, a rod that absorbs a 6th-level spell and a 3rd-level spell has a total of nine absorbed spell levels. The wielder of the rod can use captured spell energy to cast any spell he has prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting. Continuing the example above, the rod wielder could use the nine absorbed spell levels to cast one 9th-level spell, or one 5th-level and one 4th-level spell, or nine 1st-level spells, and so on. For casters such as bards or sorcerers who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know.

A *rod of absorption* absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

A more specific example: Jozan the cleric uses a brand-new *rod of absorption* to nullify the effect of a *suggestion* spell cast at him by a sorcerer. The rod has now absorbed three spell levels and can absorb forty-seven more. Jozan can cast any 1st-, 2nd-, or 3rd-level spell he has prepared, without loss of that preparation, by using the stored potential of the rod. Let's assume he casts *hold person* back at the sorcerer who just attacked him. This spell is 2nd level for him, so the rod still holds one spell level of potential, can absorb forty-seven more, and has disposed of two spell levels permanently.

To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2. Then roll d% again: On a result of 71–100, half the levels already absorbed by the rod are still stored within. For example, if the first roll determines that the rod has thirty-four levels of absorption potential remaining, that means the rod has absorbed sixteen levels' worth of spells. Half of sixteen is eight, so there's a 30% chance that it still holds eight absorbed spell levels ready for use.

Strong abjuration; CL 15th; Craft Rod, *spell turning*; Price 50,000 gp.

Alertness: This rod is indistinguishable from a *+1 light mace*. It has eight flanges on its macelike head. The rod bestows a +1 insight bonus on initiative checks. If grasped firmly, the rod enables the holder to use *detect evil, detect good, detect chaos, detect law, detect magic, discern lies, light,* or *see invisibility*. Each different use is a standard action.

If the head of a *rod of alertness* is planted in the ground, and the possessor wills it to alertness (a standard action), the rod senses any creature within 120 feet who intends to harm the possessor. At the same time, the rod creates the effect of a *prayer* spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120-foot radius. These effects last for 10 minutes, and the rod can perform this function once per day.

Last, the rod can be used to simulate the casting of an *animate objects* spell, utilizing any eleven (or fewer) Small objects located roughly around the perimeter of a 5-foot-radius circle centered on the rod when planted in the ground. Objects remain animated for 11 rounds. The rod can perform this function once per day.

Moderate abjuration, divination, enchantment, and evocation; CL 11th; Craft Rod, *alarm, detect chaos, detect evil, detect good, detect law, detect magic, discern lies, light, see invisibility, prayer, animate objects*; Price 85,000 gp.

Cancellation: This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a DC 23 Will save to prevent the rod from draining it. If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. In such cases, contact is made by making a melee touch attack roll. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by *wish* or *miracle*. (If a *sphere of annihilation* and a *rod of cancellation* negate each other, nothing can restore either of them.)

Strong abjuration; CL 17th; Craft Rod, *Mordenkainen's disjunction*; Price 11,000 gp.

Enemy Detection: This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 60 feet. If the bearer of the rod concentrates for a full round, the rod pinpoints the location of the nearest enemy and indicates how many enemies are within range. The rod can be used three times each day, each use lasting up to 10 minutes. Activating the rod is a standard action.

Moderate divination; CL 10th; Craft Rod, *true seeing*; Price 23,500 gp.

Using multiple immovable rods

Flailing: Upon the command of its possessor, the rod activates, changing from a normal-seeming rod to a *+3 dire flail*. The dire flail is a double weapon, which means that each of the weapon's heads can be used to attack (see the weapon description on page 117 of the *Player's Handbook*). The wielder can gain an extra attack (with the second head) at the cost of making all attacks at a –2 penalty (as if he had the Two-Weapon Fighting feat).

Once per day the wielder can use a free action to cause the rod to grant him a +4 deflection bonus to Armor Class and a +4 resistance bonus on saving throws for 10 minutes. The rod need not be in weapon form to grant this benefit. Transforming it into a weapon or back into a rod is a move action.

Moderate enchantment; CL 9th; Craft Rod, Craft Magic Arms and Armor, *bless*; Price 50,000 gp.

Flame Extinguishing: This rod can extinguish Medium or smaller nonmagical fires with simply a touch (a standard action). For the rod to be effective against other sorts of fires, the wielder must expend 1 or more of the rod's charges.

Extinguishing a Large or larger nonmagical fire, or a magic fire of Medium or smaller (such as that of a flaming weapon or a *burning hands* spell), expends 1 charge. Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell.

When applied to Large or larger magic fires, such as those caused by *fireball*, *flame strike*, or *wall of fire*, extinguishing the flames expends 2 charges from the rod.

If the device is used upon a fire creature (a melee touch attack), it deals 6d6 points of damage to the creature. This use requires 3 charges.

A *rod of flame extinguishing* has 10 charges when found. Spent charges are renewed every day, so that a wielder can expend up to 10 charges in any 24-hour period.

Strong transmutation; CL 12th; Craft Rod, *pyrotechnics*; Price 15,000 gp.

Immovable Rod: This rod is a flat iron bar with a small button on one end. When the button is pushed (a move action), the rod does not move from where it is, even if staying in place defies gravity. Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go. Adventurers have found the *immovable rod* useful for holding ropes, barring doors, and all sorts of other utilitarian tasks. Many adventurers have found it useful to have more than one. Several *immovable rods* can even make a ladder when used together (although only two are needed). An *immovable rod* can support up to 8,000 pounds before falling to the ground. If a creature pushes against an *immovable rod*, it must make a DC 30 Strength check to move the rod up to 10 feet in a single round.

Moderate transmutation; CL 10th; Craft Rod, *levitate*; Price 5,000 gp.

Lordly Might: This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six studlike buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon.) It weighs 10 pounds.

The following spell-like functions of the rod can each be used once per day.

- *Hold person* upon touch, if the wielder so commands (Will DC 14 negates). The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost.
- *Fear* upon all enemies viewing it, if the wielder so desires (10-foot maximum range, Will DC 16 partial). Invoking this power is a standard action.
- Deal 2d4 hit points of damage to an opponent on a successful touch attack (Will DC 17 half) and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with *hold person*.

The following weapon functions of the rod have no limit on the number of times they can be employed.

- In its normal form, the rod can be used as a *+2 light mace*.
- When button 1 is pushed, the rod becomes a *+1 flaming longsword*. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet.
- When button 2 is pushed, the rod becomes a *+4 battleaxe*. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
- When button 3 is pushed, the rod becomes a *+3 shortspear* or *+3 longspear*. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15-foot length, the rod is suitable for use as a lance.

The following other functions of the rod also have no limit on the number of times they can be employed.

- Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.
- The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a Strength modifier of +12.
- When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.

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Strong enchantment, evocation, necromancy, and transmutation; CL 19th; Craft Rod, Craft Magic Arms and Armor, *inflict light wounds, bull's strength, flame blade, hold person, fear*; Price 70,000 gp.

Metal and Mineral Detection: This rod pulses in the wielder's hand and points to the largest mass of metal within 30 feet. However, the wielder can concentrate on a specific metal or mineral (gold, platinum, quartz, beryl, diamond, corundum, and so on). If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires a full-round action.

Moderate divination; CL 9th; Craft Rod, *locate object*; Price 10,500 gp.

Metamagic Rods: Metamagic rods hold the essence of a metamagic feat but do not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses.

Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Metamagic, Empower: The wielder can cast up to three spells per day that are empowered as though using the Empower Spell feat.

Strong (no school); CL 17th; Craft Rod, Empower Spell; Price 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater).

Metamagic, Enlarge: The wielder can cast up to three spells per day that are enlarged as though using the Enlarge Spell feat.

Strong (no school); CL 17th; Craft Rod, Enlarge Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Metamagic, Extend: The wielder can cast up to three spells per day that are extended as though using the Extend Spell feat.

Strong (no school); CL 17th; Craft Rod, Extend Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Metamagic, Maximize: The wielder can cast up to three spells per day that are maximized as though using the Maximize Spell feat.

Strong (no school); CL 17th; Craft Rod, Maximize Spell feat; Price 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater).

Metamagic, Quicken: The wielder can cast up to three spells per day that are quickened as though using the Quicken Spell feat.

Strong (no school); CL 17th; Craft Rod, Quicken Spell; Price 35,000 gp (lesser), 75,500 gp (normal), 170,000 gp (greater).

Metamagic, Silent: The wielder can cast up to three spells per day without verbal components as though using the Silent Spell feat.

Strong (no school); CL 17th; Craft Rod, Silent Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Negation: This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack). The ray functions as a *greater dispel magic* spell, except it only affects magic items. To negate instantaneous effects from an item, the rod wielder needs to have used a ready action. The dispel check uses the rod's caster level (15th). The target item gets no saving throw, although the rod can't negate artifacts (even minor artifacts). The rod can function three times per day.

Strong varied; CL 15th; Craft Rod, *dispel magic*, and *limited wish* or *miracle*; Price 37,000 gp.

Python: This rod is longer than normal rods. It is about 4 feet long and weighs 10 pounds. It strikes as a *+1/+1 quarterstaff*. If the user throws the rod to the ground (a standard action), it grows to become a giant constrictor snake (see page 280 of the *Monster Manual* for complete statistics) by the end of the round. The python obeys all commands of the owner. (In animal form, it retains the +1 enhancement bonus on attacks and damage possessed by the rod form.) The serpent returns to rod form (a full-round action) whenever the wielder desires, or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days. A *python rod* only functions if the possessor is good.

Moderate transmutation; CL 10th; Craft Rod, Craft Magic Arms and Armor, *baleful polymorph*, creator must be good; Price 13,000 gp.

Rulership: This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when he activates the device (a standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a DC 16 Will save to negate the effect. Ruled creatures obey the wielder as if he were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous.

Strong enchantment; CL 20th; Craft Rod, *mass charm monster*; Price 60,000 gp; Cost 27,500 gp + 2,200 XP.

Security: This item creates a nondimensional space, a pocket paradise. There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected. Thus, one creature (the rod's possessor) can stay for 200 days, four creatures can stay for 50 days, or a group of sixty creatures can stay for 3 days. All fractions are rounded down, so that a group numbering more than 100 can stay for one day only and a group of 201 or more cannot be affected by the rod.

In this pocket paradise, creatures don't age, and natural healing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved.

Activating the rod (a standard action) causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod. Unwilling creatures get a DC 17 Will save to negate the effect. If such a creature succeeds on its save, other creatures beyond that point in a chain can still be affected by the rod.

When the rod's effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for reentry. The rod's possessor can dismiss the effect whenever he wishes before the maximum time period expires, but the rod can only be activated once per week.

Strong conjuuration; CL 20th; Craft Rod, *gate*; Price 61,000 gp.

Splendor: The possessor of this rod gains a +4 enhancement bonus to his Charisma score for as long as he holds or carries the item. Once per day, the rod creates and garbs him in clothing of the finest fabrics, plus adornments of furs and jewels.

Apparel created by the magic of the rod remains in existence for 12 hours. However, if the possessor attempts to sell or give away any part of it, to use it for a spell component, or the like, all the apparel immediately disappears. The same applies if any of it is forcibly taken from him.

The value of noble garb created by the rod ranges from 7,000 to 10,000 gp (1d4+6 × 1,000 gp)—1,000 gp for the fabric alone, 5,000 gp for the furs, and the rest for the jewel trim (maximum of twenty gems, maximum value 200 gp each).

In addition, the rod has a second special power, usable once per week. Upon command, it creates a palatial tent—a huge pavilion of silk 60 feet across. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as one hundred persons. The tent and its trappings last for one day. At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

Strong conjuration and transmutation; CL 12th; Craft Rod, *eagle's splendor, fabricate, major creation*; Price 25,000 gp.

Thunder and Lightning: Constructed of iron set with silver rivets, this rod has the properties of a +2 *light mace*. Its other magical powers are as follows.

- *Thunder:* Once per day, the rod can strike as a +3 *light mace*, and the opponent struck is stunned from the noise of the rod's impact (Fortitude DC 16 negates). Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.
- *Lightning:* Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 *light mace* (1d6+2) and an extra 2d6 points of electricity damage. Even when the rod might not score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack hit, then the 2d6 points of electricity damage still applies. The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.
- *Thunderclap:* Once per day as a standard action, the wielder can cause the rod to give out a deafening noise, just as a *shout* spell (Fortitude DC 16 partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).
- *Lightning Stroke:* Once per day as a standard action, the wielder can cause the rod to shoot out a 5-foot-wide lightning bolt (9d6 points of electricity damage, Reflex DC 16 half) to a range of 200 feet.
- *Thunder and Lightning:* Once per week as a standard action, the wielder of the rod can combine the *thunderclap* described above with a lightning bolt, as in the *lightning stroke*. The thunderclap affects all within 10 feet of the bolt. The *lightning stroke* deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the *thunderclap* deals 2d6 points of sonic damage. A single DC 16 Reflex save applies for both effects.

Moderate evocation; CL 9th; Craft Rod, Craft Magic Arms and Armor, *lightning bolt, shout*; Price 33,000 gp.

Viper: This rod strikes as a +2 *heavy mace*. Once per day, upon command, the head of the rod becomes that of an actual serpent for 10 minutes. During this period, any successful strike with the rod deals its usual damage and also poisons the creature hit. The poison deals 1d10 points of Constitution damage immediately (Fortitude DC 14 negates) and another 1d10 points of Constitution damage 1 minute later (Fortitude DC 14 negates). The rod only functions if its possessor is evil.

Moderate necromancy; CL 10th; Craft Rod, Craft Magic Arms and Armor, *poison*, creator must be evil; Price 19,000 gp.

Withering: A *rod of withering* acts as a +1 *light mace* that deals no hit point damage. Instead, the wielder deals 1d4 points of Strength damage and 1d4 points of Constitution damage to any creature he touches with the rod (by making a melee touch attack). If he scores a critical hit, the damage from that hit is permanent ability drain. In either case, the defender negates the effect with a DC 17 Fortitude save.

Strong necromancy; CL 13th; Craft Rod, Craft Magic Arms and Armor, *contagion*; Price 25,000 gp.

Wonder: A *rod of wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. (Activating the rod is a standard action.) The usual effects are shown on the table below, but you may alter any of these as you see fit for your own campaign. Typical powers of the rod include the following.

d%	Wondrous Effect
01–05	*Slow* creature pointed at for 10 rounds (Will DC 15 negates).
06–10	*Faerie fire* surrounds the target.
11–15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).
16–20	*Gust of wind*, but at windstorm force; see Winds, page 95 (Fortitude DC 14 negates).
21–25	Wielder learns target's surface thoughts (as with *detect thoughts*) for 1d4 rounds (no save).
26–30	*Stinking cloud* at 30-ft. range (Fortitude DC 15 negates).
31–33	Heavy rain falls for 1 round in 60-ft. radius centered on rod wielder.
34–36	*Summon* an animal—a rhino (01–25 on d%), elephant (26–50), or mouse (51–100).
37–46	*Lightning bolt* (70 ft. long, 5 ft. wide), 6d6 damage (Reflex DC 15 half).
47–49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25 ft. (Reflex DC 14 negates).
50–53	*Enlarge person* if within 60 ft. of rod (Fortitude DC 13 negates).
54–58	*Darkness*, 30-ft.-diameter hemisphere, centered 30 ft. away from rod.
59–62	Grass grows in 160-sq.-ft. area before the rod, or grass existing there grows to ten times normal size.
63–65	Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft. in size.
66–69	Reduce wielder to 1/12 height (no save).
70–79	*Fireball* at target or 100 ft. straight ahead, 6d6 damage (Reflex DC 15 half).
80–84	*Invisibility* covers rod wielder.
85–87	Leaves grow from target if within 60 ft. of rod. These last 24 hours.
88–90	10–40 gems, value 1 gp each, shoot forth in a 30-ft.-long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits and divide them among the available targets.
91–95	Shimmering colors dance and play over a 40-ft.-by-30-ft. area in front of rod. Creatures therein are blinded for 1d6 rounds (Fortitude DC 15 negates).
96–97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).
98–100	*Flesh to stone* (or *stone to flesh* if target is stone already) if target is within 60 ft. (Fortitude DC 18 negates).

Moderate enchantment; CL 10th; Craft Rod, *confusion*, creator must be chaotic; Price 12,000 gp.

SCROLLS

A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell.

Physical Description: A scroll is a heavy sheet of fine vellum or high-quality paper. An area the size of a piece of modern-day notebook paper (about 8 1/2 inches wide and 11 inches long) is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one

spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather. A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols (see the *arcane mark* spell, page 201 of the *Player's Handbook*), which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps such as *glyph of warding* or *fire trap* spells.

Activation: To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several steps and conditions.

Decipher the Writing: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* spell or a successful Spellcraft check (DC 20 + spell level).

Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll. A character can decipher the writing on a scroll in advance so that he can proceed directly to the next step when the time comes to use the scroll.

Activate the Spell: Activating a scroll requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll.

Activating a scroll spell requires no material components or focus. (The creator of the scroll provided these when scribing the scroll.) Note that some spells are effective only when cast on an item or items (for example, *Drawmij's instant summons* and *snare*). In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a normally prepared spell would be (see Cast a Spell, page 140 of the *Player's Handbook*). Using a scroll is like casting a spell for purposes of arcane spell failure chance (such as from armor).

To have any chance of activating a scroll spell, the scroll user must meet the following requirements.

- The spell must be of the correct type (arcane or divine). Arcane spellcasters (wizards, sorcerers, and bards) can only use scrolls containing arcane spells, and divine spellcasters (clerics, druids, paladins, and rangers) can only use scrolls containing divine spells. (The type of scroll a character creates is also determined by his class. For example, clerics create scrolls of divine spells, wizards create scrolls of arcane spells, and so forth.)
- The user must have the spell on his class list (see the spell lists in Chapter 11 of the *Player's Handbook* for which classes can cast which spells).
- The user must have the requisite ability score (for example, Intelligence 15 for a wizard casting a 5th-level spell).

If the user meets all the requirements noted above, and his caster level is at least equal to the spell's caster level, he can automatically activate the spell without a check. If he meets all three requirements but his own caster level is lower than the scroll spell's caster level, then he has to make a caster level check (DC = scroll's caster level + 1) to cast the spell successfully. If he fails, he must make a DC 5 Wisdom check to avoid a mishap (see Scroll Mishaps, below). A natural roll of 1 always fails, whatever the modifiers. If the check fails and a mishap does not occur, the magic of the scroll is wasted with no effect.

Determine Effect: A spell successfully activated from a scroll works exactly like a spell prepared and cast the normal way. Assume the scroll spell's caster level is always the minimum level required to cast the spell for the character who scribed the scroll (usually twice the spell's level, minus 1), unless the caster specifically desires otherwise. For example, a 10th-level cleric might want to create a *cure critical wounds* scroll at caster level 10th rather than the minimum for the spell (caster level 7th), in order to get more benefit from the scroll spell. (This scroll would, however, be more costly to scribe.)

The writing for an activated spell disappears from the scroll.

Scroll Mishaps: When a mishap occurs, the spell on the scroll has a reversed or harmful effect. The DM determines what sort of mishap occurs, either by deciding on a certain effect to fit the circumstances of the encounter or adventure or by choosing from the possibilities given below.

- A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.
- Spell strikes the scroll user or an ally instead of the intended target, or a random target nearby if the scroll user was the intended recipient.
- Spell takes effect at some random location within spell range.
- Spell's effect on the target is contrary to the spell's normal effect. For example, a *fireball* might produce a blast of nondamaging cold or release a burst of healing energy.
- The scroll user suffers some minor but bizarre effect related to the spell in some way. For example, a *fireball* might cause smoke to pour from the user's ears, a *fly* spell might turn the user's arms into nonfunctional wings, or a *clairaudience/clairvoyance* spell might cause the user's eyes and ears to grow to ten times their normal size. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
- Some innocuous item or items appear in the spell's area. For example, a *fireball* might cause a rain of lit torches to fall in the target area; a *feather fall* spell might produce a cloud of feathers; a *passwall* spell might cause a (nonfunctional) door to appear.
- Spell has delayed effect. Sometime within the next 1d12 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

Random Generation: To generate scrolls randomly, first roll on Table 7–20: Scroll Types to determine whether the spells are arcane or divine. Then randomly determine how many spells are on the scroll, according to Table 7–21: Number of Spells on a Scroll. For each spell, roll on Table 7–22: Scroll Spell Levels to

Table 7–20: Scroll Types

d% roll	Type
01–70	Arcane
71–100	Divine

Table 7–21: Number of Spells on a Scroll

Scroll Type	Number of Spells
Minor scroll	1d3 spells
Medium scroll	1d4 spells
Major scroll	1d6 spells

Table 7–22: Scroll Spell Levels

Minor	Medium	Major	Spell Level	Spell's Caster Level[1]
01–05	—	—	0	1st
06–50	—	—	1st	1st
51–95	01–05	—	2nd	3rd
96–100	06–65	—	3rd	5th
—	66–95	01–05	4th	7th
—	96–100	06–50	5th	9th
—	—	51–70	6th	11th
—	—	71–85	7th	13th
—	—	86–95	8th	15th
—	—	96–100	9th	17th

1 These numbers assume that the creator is a cleric, druid, or wizard.

Table 7–23: Arcane Spell Scrolls

0-Level Arcane Spells

d%	Spell	Market Price
01–04	*acid splash*	12 gp 5 sp
05–08	*arcane mark*	12 gp 5 sp
09–13	*dancing lights*	12 gp 5 sp
14–17	*daze*	12 gp 5 sp
18–24	*detect magic*	12 gp 5 sp
25–28	*detect poison*	12 gp 5 sp
29–32	*disrupt undead*	12 gp 5 sp
33–37	*flare*	12 gp 5 sp
38–42	*ghost sound*	12 gp 5 sp
43–44	*know direction*	12 gp 5 sp
45–50	*light*	12 gp 5 sp
51–52	*lullaby*	12 gp 5 sp
53–57	*mage hand*	12 gp 5 sp
58–62	*mending*	12 gp 5 sp
63–67	*message*	12 gp 5 sp
68–72	*open/close*	12 gp 5 sp
73–77	*prestidigitation*	12 gp 5 sp
78–81	*ray of frost*	12 gp 5 sp
82–87	*read magic*	12 gp 5 sp
88–94	*resistance*	12 gp 5 sp
95–96	*summon instrument*	12 gp 5 sp
97–100	*touch of fatigue*	12 gp 5 sp

1st-Level Arcane Spells

d%	Spell	Market Price
01–03	*alarm*	25 gp
04–05	*animate rope*	25 gp
06–07	*burning hands*	25 gp
08–09	*cause fear*	25 gp
10–12	*charm person*	25 gp
13–14	*chill touch*	25 gp
15–16	*color spray*	25 gp
17–19	*comprehend languages*	25 gp
20	*confusion, lesser*	50 gp
21	*cure light wounds*	50 gp
22–24	*detect secret doors*	25 gp
25–26	*detect undead*	25 gp
27–29	*disguise self*	25 gp
30–32	*endure elements*	25 gp
33–35	*enlarge person*	25 gp
36–37	*erase*	25 gp
38–40	*expeditious retreat*	25 gp
41	*feather fall*	25 gp
42–43	*grease*	25 gp
44–45	*hold portal*	25 gp
46–47	*hypnotism*	25 gp
48–49	*identify*	125 gp
50–51	*jump*	25 gp
52–54	*mage armor*	25 gp
55–56	*magic missile*	25 gp
57–59	*magic weapon*	25 gp
60–62	*mount*	25 gp
63–64	*Nystul's magic aura*	25 gp
65–66	*obscuring mist*	25 gp
67–74	*protection from chaos/evil/good/law*	25 gp
75–76	*ray of enfeeblement*	25 gp
77–78	*reduce person*	25 gp
79–80	*remove fear*	50 gp
81–82	*shield*	25 gp
83–84	*shocking grasp*	25 gp
85–86	*silent image*	25 gp
87–88	*sleep*	25 gp
89–90	*summon monster I*	25 gp
91–93	*Tenser's floating disk*	25 gp
94–95	*true strike*	25 gp
96	*undetectable alignment*	50 gp
97–98	*unseen servant*	25 gp
99–100	*ventriloquism*	25 gp

2nd-Level Arcane Spells

d%	Spell	Market Price
01	*animal messenger*	200 gp
02	*animal trance*	200 gp
03	*arcane lock*	175 gp
04–06	*bear's endurance*	150 gp
07–08	*blindness/deafness*	150 gp
09–10	*blur*	150 gp
11–13	*bull's strength*	150 gp
14	*calm emotions*	200 gp
15–17	*cat's grace*	150 gp
18–19	*command undead*	150 gp
20	*continual flame*	200 gp
21	*cure moderate wounds*	200 gp
22	*darkness*	150 gp
23–25	*darkvision*	150 gp
26	*daze monster*	150 gp
27	*delay poison*	200 gp
28–29	*detect thoughts*	150 gp
30–31	*disguise self*	150 gp
32–34	*eagle's splendor*	150 gp
35	*enthrall*	200 gp
36–37	*false life*	150 gp
38–39	*flaming sphere*	150 gp
40	*fog cloud*	150 gp
41–43	*fox's cunning*	150 gp
44	*ghoul touch*	150 gp
45–46	*glitterdust*	150 gp
47	*gust of wind*	150 gp
48–49	*hypnotic pattern*	150 gp
50–52	*invisibility*	150 gp
53–55	*knock*	150 gp
56	*Leomund's trap*	200 gp
57–58	*levitate*	150 gp
59	*locate object*	150 gp
60	*magic mouth*	160 gp
61–62	*Melf's acid arrow*	150 gp
63	*minor image*	150 gp
64–65	*mirror image*	150 gp
66	*misdirection*	150 gp
67	*obscure object*	150 gp
68–70	*owl's wisdom*	150 gp
71–73	*protection from arrows*	150 gp
74–75	*pyrotechnics*	150 gp
76–78	*resist energy*	150 gp
79	*rope trick*	150 gp
80	*scare*	150 gp
81–82	*scorching ray*	150 gp
83–85	*see invisibility*	150 gp
86	*shatter*	150 gp
87	*silence*	200 gp
88	*sound burst*	200 gp
89	*spectral hand*	150 gp
90–91	*spider climb*	150 gp
92–93	*summon monster II*	150 gp
94–95	*summon swarm*	150 gp
96	*Tasha's hideous laughter*	150 gp
97	*touch of idiocy*	150 gp
98–99	*web*	150 gp
100	*whispering wind*	150 gp

3rd-Level Arcane Spells

d%	Spell	Market Price
01–02	*arcane sight*	375 gp
03–04	*blink*	375 gp
05–06	*clairaudience/clairvoyance*	375 gp
07	*cure serious wounds*	525 gp
08–10	*daylight*	525 gp
11–12	*deep slumber*	375 gp
13–15	*dispel magic*	375 gp
16–17	*displacement*	375 gp
18	*explosive runes*	375 gp
19–20	*fireball*	375 gp
21–22	*flame arrow*	375 gp
23–25	*fly*	375 gp
26–27	*gaseous form*	375 gp
28–29	*gentle repose*	375 gp
30	*glibness*	525 gp
31	*good hope*	525 gp
32–33	*halt undead*	375 gp
34–36	*haste*	375 gp
37–38	*heroism*	375 gp
39–40	*hold person*	375 gp
41	*illusory script*	425 gp
42–44	*invisibility sphere*	375 gp
45–47	*keen edge*	375 gp
48–49	*Leomund's tiny hut*	375 gp
50–51	*lightning bolt*	375 gp
52–59	*magic circle against chaos/evil/good/law*	375 gp
60–62	*magic weapon, greater*	375 gp
63–64	*major image*	375 gp
65–66	*nondetection*	425 gp
67–68	*phantom steed*	375 gp
69–71	*protection from energy*	375 gp
72–73	*rage*	375 gp
74–75	*ray of exhaustion*	375 gp
76	*sculpt sound*	525 gp
77	*secret page*	375 gp
78	*sepia snake sigil*	875 gp
79	*shrink item*	375 gp
80–81	*sleet storm*	375 gp
82–83	*slow*	375 gp
84	*speak with animals*	525 gp
85–86	*stinking cloud*	375 gp
87–88	*suggestion*	375 gp
89–90	*summon monster III*	375 gp
91–93	*tongues*	375 gp
94–95	*vampiric touch*	375 gp
96–98	*water breathing*	375 gp
99–100	*wind wall*	375 gp

4th-Level Arcane Spells

d%	Spell	Market Price
01–02	*animate dead*	1,050 gp
03–05	*arcane eye*	700 gp
06–07	*bestow curse*	700 gp
08–10	*charm monster*	700 gp
11–13	*confusion*	700 gp
14–15	*contagion*	700 gp
16–17	*crushing despair*	700 gp
18	*cure critical wounds*	1,000 gp
19	*detect scrying*	700 gp
20–23	*dimension door*	700 gp
24–26	*dimensional anchor*	700 gp
27–28	*enervation*	700 gp
29–30	*enlarge person, mass*	700 gp

31–32	*Evard's black tentacles*	700 gp
33–34	*fear*	700 gp
35–37	*fire shield*	700 gp
38–39	*fire trap*	725 gp
40–42	*freedom of movement*	1,000 gp
43	*geas, lesser*	700 gp
44–46	*globe of invulnerability, lesser*	700 gp
47–48	*hallucinatory terrain*	700 gp
49–50	*ice storm*	700 gp
51–52	*illusory wall*	700 gp
53–55	*invisibility, greater*	700 gp
56–57	*Leomund's secure shelter*	700 gp
58	*locate creature*	700 gp
59–60	*minor creation*	700 gp
61	*modify memory*	1,000 gp
62	*neutralize poison*	1,000 gp
63–64	*Otiluke's resilient sphere*	700 gp
65–66	*phantasmal killer*	700 gp
67–68	*polymorph*	700 gp
69–70	*rainbow pattern*	700 gp
71	*Rary's mnemonic enhancer*	700 gp
72–73	*reduce person, mass*	700 gp
74–76	*remove curse*	700 gp
77	*repel vermin*	1,000 gp
78–79	*scrying*	700 gp
80–81	*shadow conjuration*	700 gp
82–83	*shout*	700 gp
84–85	*solid fog*	700 gp
86	*speak with plants*	1,000 gp
87–88	*stone shape*	700 gp
89–91	*stoneskin*	950 gp
92–93	*summon monster IV*	700 gp
94–96	*wall of fire*	700 gp
97–99	*wall of ice*	700 gp
100	*zone of silence*	1,000 gp

5th-Level Arcane Spells

d%	Spell	Market Price
01–02	*animal growth*	1,125 gp
03–05	*baleful polymorph*	1,125 gp
06–07	*Bigby's interposing hand*	1,125 gp
08–09	*blight*	1,125 gp
10–12	*break enchantment*	1,125 gp
13–14	*cloudkill*	1,125 gp
15–17	*cone of cold*	1,125 gp
18–19	*contact other plane*	1,125 gp
20	*cure light wounds, mass*	1,625 gp
21–23	*dismissal*	1,125 gp
24–26	*dispel magic, greater*	1,625 gp
27–28	*dominate person*	1,125 gp
29	*dream*	1,125 gp
30–31	*fabricate*	1,125 gp
32–33	*false vision*	1,375 gp
34–35	*feeblemind*	1,125 gp
36–39	*hold monster*	1,125 gp
40	*Leomund's secret chest*	1,125 gp
41	*magic jar*	1,125 gp
42–43	*major creation*	1,125 gp
44–45	*mind fog*	1,125 gp
46–47	*mirage arcana*	1,125 gp
48–49	*Mordenkainen's faithful hound*	1,125 gp
50–51	*Mordenkainen's private sanctum*	1,125 gp
52–53	*nightmare*	1,125 gp
54–57	*overland flight*	1,125 gp
58–60	*passwall*	1,125 gp
61	*permanency*	10,125 gp[1]
62–63	*persistent image*	1,125 gp
64–65	*planar binding, lesser*	1,125 gp
66–67	*prying eyes*	1,125 gp
68–69	*Rary's telepathic bond*	1,125 gp
70–71	*seeming*	1,125 gp
72–74	*sending*	1,125 gp
75–76	*shadow evocation*	1,125 gp
77	*song of discord*	1,625 gp
78–79	*summon monster V*	1,125 gp
80	*symbol of pain*	2,125 gp
81	*symbol of sleep*	2,125 gp
82–83	*telekinesis*	1,125 gp
84–88	*teleport*	1,125 gp
89–90	*transmute mud to rock*	1,125 gp
91–92	*transmute rock to mud*	1,125 gp
93–95	*wall of force*	1,125 gp
96–98	*wall of stone*	1,125 gp
99–100	*waves of fatigue*	1,125 gp

1 Includes experience point cost up to 2,000 XP.

6th-Level Arcane Spells

d%	Spell	Market Price
01–02	*acid fog*	1,650 gp
03–05	*analyze dweomer*	1,650 gp
06	*animate objects*	2,400 gp
07–09	*antimagic field*	1,650 gp
10–12	*bear's endurance, mass*	1,650 gp
13–14	*Bigby's forceful hand*	1,650 gp
15–17	*bull's strength, mass*	1,650 gp
18–20	*cat's grace, mass*	1,650 gp
21–23	*chain lightning*	1,650 gp
24–25	*circle of death*	2,150 gp
26	*contingency*	1,650 gp
27–28	*control water*	1,650 gp
29	*create undead*	2,350 gp
30	*cure moderate wounds, mass*	2,400 gp
31–33	*disintegrate*	1,650 gp
34–37	*dispel magic, greater*	1,650 gp
38–40	*eagle's splendor, mass*	1,650 gp
41–42	*eyebite*	1,650 gp
43	*find the path*	2,400 gp
44–45	*flesh to stone*	1,650 gp
46–48	*fox's cunning, mass*	1,650 gp
49	*geas/quest*	1,650 gp
50–52	*globe of invulnerability*	1,650 gp
53	*guards and wards*	1,650 gp
54	*heroes' feast*	2,400 gp
55–56	*heroism, greater*	1,650 gp
57	*legend lore*	1,900 gp
58–59	*mislead*	1,650 gp
60	*Mordenkainen's lucubration*	1,650 gp
61–62	*move earth*	1,650 gp
63–64	*Otiluke's freezing sphere*	1,650 gp
65–67	*owl's wisdom, mass*	1,650 gp
68–69	*permanent image*	1,650 gp
70–71	*planar binding*	1,650 gp
72–73	*programmed image*	1,675 gp
74–75	*repulsion*	1,650 gp
76–78	*shadow walk*	1,650 gp
79–81	*stone to flesh*	1,650 gp
82–83	*suggestion, mass*	1,650 gp
84–85	*summon monster VI*	1,650 gp
86	*symbol of fear*	2,650 gp
87	*symbol of persuasion*	6,650 gp
88	*sympathetic vibration*	2,400 gp
89–90	*Tenser's transformation*	1,950 gp
91–93	*true seeing*	1,900 gp
94–95	*undeath to death*	2,150 gp
96–97	*veil*	1,650 gp
98–100	*wall of iron*	1,700 gp

7th-Level Arcane Spells

d%	Spell	Market Price
01–03	*arcane sight, greater*	2,275 gp
04–07	*banishment*	2,275 gp
08–10	*Bigby's grasping hand*	2,275 gp
11–13	*control undead*	2,275 gp
14–16	*control weather*	2,275 gp
17–19	*delayed blast fireball*	2,275 gp
20–21	*Drawmij's instant summons*	3,275 gp
22–25	*ethereal jaunt*	2,275 gp
26–28	*finger of death*	2,275 gp
29–31	*forcecage*	3,775 gp
32–35	*hold person, mass*	2,275 gp
36–38	*insanity*	2,275 gp
39–42	*invisibility, mass*	2,275 gp
43	*limited wish*	3,775 gp[1]
44–45	*Mordenkainen's magnificent mansion*	2,275 gp
46–48	*Mordenkainen's sword*	2,275 gp
49–51	*phase door*	2,275 gp
52–54	*plane shift*	2,275 gp
55–57	*power word blind*	2,275 gp
58–61	*prismatic spray*	2,275 gp
62–64	*project image*	2,280 gp
65–67	*reverse gravity*	2,275 gp
68–70	*scrying, greater*	2,275 gp
71–73	*sequester*	2,275 gp
74–76	*shadow conjuration, greater*	2,275 gp
77	*simulacrum*	7,275 gp[2]
78–80	*spell turning*	2,275 gp
81–82	*statue*	2,275 gp
83–85	*summon monster VII*	2,275 gp
86	*symbol of stunning*	7,275 gp
87	*symbol of weakness*	7,275 gp
88–90	*teleport object*	2,275 gp
91–95	*teleport, greater*	2,275 gp
96–97	*vision*	2,775 gp
98–100	*waves of exhaustion*	2,275 gp

1 Assumes no material component in excess of 1,000 gp and no XP cost in excess of 300 XP.

2 Assumes no XP cost in excess of 1,000 gp. Does not include material component cost.

8th-Level Arcane Spells

d%	Spell	Market Price
01–02	*antipathy*	3,000 gp
03–05	*Bigby's clenched fist*	3,000 gp
06–08	*binding*	8,500 gp[1]
09–12	*charm monster, mass*	3,000 gp
13	*clone*	4,000 gp
14–16	*create greater undead*	3,000 gp
17–19	*demand*	3,600 gp
20–22	*dimensional lock*	3,000 gp
23–26	*discern location*	3,000 gp

27–29	*horrid wilting*	3,000 gp
30–32	*incendiary cloud*	3,000 gp
33–35	*iron body*	3,000 gp
36–38	*maze*	3,000 gp
39–41	*mind blank*	3,000 gp
42–44	*moment of prescience*	3,000 gp
45–48	*Otiluke's telekinetic sphere*	3,000 gp
49–51	*Otto's irresistible dance*	3,000 gp
52–54	*planar binding, greater*	3,000 gp
55–57	*polar ray*	3,000 gp
58–60	*polymorph any object*	3,000 gp
61–63	*power word stun*	3,000 gp
64–66	*prismatic wall*	3,000 gp
67–70	*protection from spells*	3,500 gp
71–73	*prying eyes, greater*	3,000 gp
74–76	*scintillating pattern*	3,000 gp
77–78	*screen*	3,000 gp
79–81	*shadow evocation, greater*	3,000 gp
82–84	*shout, greater*	3,000 gp
85–87	*summon monster VIII*	3,000 gp
88–90	*sunburst*	3,000 gp
91	*symbol of death*	8,000 gp
92	*symbol of insanity*	8,000 gp
93–94	*sympathy*	4,500 gp
95–98	*temporal stasis*	3,500 gp
99–100	*trap the soul*	13,000 gp[1]

1 Assumes a creature of 10 HD or less.

9th-Level Arcane Spells

d%	Spell	Market Price
01–03	*astral projection*	4,870 gp
04–07	*Bigby's crushing hand*	3,825 gp
08–12	*dominate monster*	3,825 gp
13–16	*energy drain*	3,825 gp
17–21	*etherealness*	3,825 gp
22–25	*foresight*	3,825 gp
26–31	*freedom*	3,825 gp
32–36	*gate*	8,825 gp
37–40	*hold monster, mass*	3,825 gp
41–44	*imprisonment*	3,825 gp
45–49	*meteor swarm*	3,825 gp
50–53	*Mordenkainen's disjunction*	3,825 gp
54–58	*power word kill*	3,825 gp
59–62	*prismatic sphere*	3,825 gp
63–66	*refuge*	3,825 gp
67–70	*shades*	3,825 gp
71–76	*shapechange*	3,825 gp
77–79	*soul bind*	3,825 gp
80–83	*summon monster IX*	3,825 gp
84–86	*teleportation circle*	4,825 gp
87–91	*time stop*	3,825 gp
92–95	*wail of the banshee*	3,825 gp
96–99	*weird*	3,825 gp
100	*wish*	28,825 gp[1]

1 Assumes no material component cost in excess of 10,000 gp and no XP cost in excess of 5,000 XP.

determine its level and then on the appropriate subtable of Table 7–23: Arcane Spell Scrolls or Table 7–24: Divine Spell Scrolls to determine the specific spell.

All the spells described in the *Player's Handbook* are represented on Table 7–23 and Table 7–24. Each scroll appears on a list according to the level of the spell scribed into it.

Several arcane spells are different in level for sorcerers and wizards than they are for bards. Such spells appear on Table 7–23 at the level appropriate to a sorcerer or wizard (considered the default because bards typically don't involve themselves in scribing scrolls). Examples: *Tasha's hideous laughter, suggestion*.

Likewise, some divine spells are different in level for clerics and druids than they are for paladins and rangers. Such spells appear on Table 7–24 at the level appropriate to a cleric or druid (considered the default because paladins and rangers typically don't involve themselves in scribing scrolls). Examples: *read magic, lesser restoration, reduce animal*.

Table 7–24: Divine Spell Scrolls

0-Level Divine Spells

d%	Spell	Market Price
01–07	*create water*	12 gp 5 sp
08–14	*cure minor wounds*	12 gp 5 sp
15–22	*detect magic*	12 gp 5 sp
23–29	*detect poison*	12 gp 5 sp
30–36	*flare*	12 gp 5 sp
37–43	*guidance*	12 gp 5 sp
44–50	*inflict minor wounds*	12 gp 5 sp
51–57	*know direction*	12 gp 5 sp
58–65	*light*	12 gp 5 sp
66–72	*mending*	12 gp 5 sp
73–79	*purify food and drink*	12 gp 5 sp
80–86	*read magic*	12 gp 5 sp
87–93	*resistance*	12 gp 5 sp
94–100	*virtue*	12 gp 5 sp

1st-Level Divine Spells

d%	Spell	Market Price
01	*alarm*	100 gp
02–03	*bane*	25 gp
04–06	*bless*	25 gp
07–09	*bless water*	50 gp
10	*bless weapon*	100 gp
11–12	*calm animals*	25 gp
13–14	*cause fear*	25 gp
15–16	*charm animal*	25 gp
17–19	*command*	25 gp
20–21	*comprehend languages*	25 gp
22–26	*cure light wounds*	25 gp
27–28	*curse water*	50 gp
29–30	*deathwatch*	25 gp
31–32	*detect animals or plants*	25 gp
33–35	*detect chaos/evil/good/law*	25 gp
36–37	*detect snares and pits*	25 gp
38–39	*detect undead*	25 gp
40–41	*divine favor*	25 gp
42–43	*doom*	25 gp
44–48	*endure elements*	25 gp
49–50	*entangle*	25 gp
51–52	*entropic shield*	25 gp
53–54	*faerie fire*	25 gp
55–56	*goodberry*	25 gp
57–58	*hide from animals*	25 gp
59–60	*hide from undead*	25 gp
61–62	*inflict light wounds*	25 gp
63–64	*jump*	25 gp
65–66	*longstrider*	25 gp
67–68	*magic fang*	25 gp
69–72	*magic stone*	25 gp
73–74	*magic weapon*	25 gp
75–78	*obscuring mist*	25 gp
79–80	*pass without trace*	25 gp
81–82	*produce flame*	25 gp
83–86	*protection from chaos/evil/good/law*	25 gp
87–88	*remove fear*	25 gp
89–90	*sanctuary*	25 gp
91–92	*shield of faith*	25 gp
93–94	*shillelagh*	25 gp
95–96	*speak with animals*	25 gp
97–98	*summon monster I*	25 gp
99–100	*summon nature's ally I*	25 gp

2nd-Level Divine Spells

d%	Spell	Market Price
01	*aid*	150 gp
02	*animal messenger*	150 gp
03	*animal trance*	150 gp
04	*augury*	175 gp
05–06	*barkskin*	150 gp
07–09	*bear's endurance*	150 gp
10–12	*bull's strength*	150 gp
13–14	*calm emotions*	150 gp
15–17	*cat's grace*	150 gp
18	*chill metal*	150 gp
19–20	*consecrate*	200 gp
21–24	*cure moderate wounds*	150 gp
25–26	*darkness*	150 gp
27	*death knell*	150 gp
28–30	*delay poison*	150 gp
31–32	*desecrate*	200 gp
33–35	*eagle's splendor*	150 gp
36–37	*enthrall*	150 gp
38–39	*find traps*	150 gp
40	*fire trap*	175 gp
41–42	*flame blade*	150 gp
43–44	*flaming sphere*	150 gp
45–46	*fog cloud*	150 gp
47	*gentle repose*	150 gp
48	*gust of wind*	150 gp
49	*heat metal*	150 gp
50–51	*hold animal*	150 gp
52–54	*hold person*	150 gp
55–56	*inflict moderate wounds*	150 gp
57–58	*make whole*	150 gp
59–61	*owl's wisdom*	150 gp
62	*reduce animal*	150 gp
63–64	*remove paralysis*	150 gp
65–67	*resist energy*	150 gp
68–70	*restoration, lesser*	150 gp
71–72	*shatter*	150 gp
73–74	*shield other*	150 gp

75–76	*silence*	150 gp
77	*snare*	150 gp
78	*soften earth and stone*	150 gp
79–80	*sound burst*	150 gp
81	*speak with plants*	150 gp
82–83	*spider climb*	150 gp
84–85	*spiritual weapon*	150 gp
86	*status*	150 gp
87–88	*summon monster II*	150 gp
89–90	*summon nature's ally II*	150 gp
91–92	*summon swarm*	150 gp
93	*tree shape*	150 gp
94–95	*undetectable alignment*	150 gp
96–97	*warp wood*	150 gp
98	*wood shape*	150 gp
99–100	*zone of truth*	150 gp

3rd-Level Divine Spells

d%	Spell	Market Price
01–02	*animate dead*	625 gp
03–04	*bestow curse*	375 gp
05–06	*blindness/deafness*	375 gp
07–08	*call lightning*	375 gp
09–10	*contagion*	375 gp
11–12	*continual flame*	425 gp
13–14	*create food and water*	375 gp
15–18	*cure serious wounds*	375 gp
19	*darkvision*	375 gp
20–21	*daylight*	375 gp
22–23	*deeper darkness*	375 gp
24–25	*diminish plants*	375 gp
26–27	*dispel magic*	375 gp
28–29	*dominate animal*	375 gp
30–31	*glyph of warding*	575 gp
32	*heal mount*	375 gp
33–34	*helping hand*	375 gp
35–36	*inflict serious wounds*	375 gp
37–38	*invisibility purge*	375 gp
39-40	*locate object*	375 gp
41–46	*magic circle against chaos/evil/good/law*	375 gp
47–48	*magic fang, greater*	375 gp
49–50	*magic vestment*	375 gp
51–52	*meld into stone*	375 gp
53–55	*neutralize poison*	375 gp
56–57	*obscure object*	375 gp
58–59	*plant growth*	375 gp
60–62	*prayer*	375 gp
63–64	*protection from energy*	375 gp
65–66	*quench*	375 gp
67–69	*remove blindness/deafness*	375 gp
70–71	*remove curse*	375 gp
72–73	*remove disease*	375 gp
74–76	*searing light*	375 gp
77–78	*sleet storm*	375 gp
79–80	*snare*	375 gp
81–83	*speak with dead*	375 gp
84–85	*speak with plants*	375 gp
86–87	*spike growth*	375 gp
88–89	*stone shape*	375 gp
90–91	*summon monster III*	375 gp
92–93	*summon nature's ally III*	375 gp
94–96	*water breathing*	375 gp
97–98	*water walk*	375 gp
99–100	*wind wall*	375 gp

4th-Level Divine Spells

d%	Spell	Market Price
01–05	*air walk*	700 gp
06–07	*antiplant shell*	700 gp
08–09	*blight*	700 gp
10–11	*break enchantment*	700 gp
12–13	*command plants*	700 gp
14–15	*control water*	700 gp
16–21	*cure critical wounds*	700 gp
22–26	*death ward*	700 gp
27–31	*dimensional anchor*	700 gp
32–34	*discern lies*	700 gp
35–37	*dismissal*	700 gp
38–39	*divination*	725 gp
40–42	*divine power*	700 gp
43–47	*freedom of movement*	700 gp
48–49	*giant vermin*	700 gp
50–51	*holy sword*	700 gp
52–54	*imbue with spell ability*	700 gp
55–57	*inflict critical wounds*	700 gp
58–60	*magic weapon, greater*	700 gp
61–62	*nondetection*	750 gp
63–64	*planar ally, lesser*	1,200 gp
65–67	*poison*	700 gp
68–69	*reincarnate*	1,700 gp
70–71	*repel vermin*	700 gp
72–76	*restoration*	800 gp
77–78	*rusting grasp*	700 gp
79–81	*sending*	700 gp
82–85	*spell immunity*	700 gp
86–87	*spike stones*	700 gp
88–90	*summon monster IV*	700 gp
91–93	*summon nature's ally IV*	700 gp
94–98	*tongues*	700 gp
99–100	*tree stride*	700 gp

5th-Level Divine Spells

d%	Spell	Market Price
01–03	*animal growth*	1,125 gp
04–05	*atonement*	3,625 gp
06	*awaken*	2,375 gp
07–09	*baleful polymorph*	1,125 gp
10–13	*break enchantment*	1,125 gp
14–16	*call lightning storm*	1,125 gp
17–20	*command, greater*	1,125 gp
21	*commune*	1,625 gp
22	*commune with nature*	1,125 gp
23–24	*control winds*	1,125 gp
25–30	*cure light wounds, mass*	1,125 gp
31–34	*dispel chaos/evil/good/law*	1,125 gp
35–38	*disrupting weapon*	1,125 gp
39–41	*flame strike*	1,125 gp
42–43	*hallow*	6,125 gp[1]
44–46	*ice storm*	1,125 gp
47–49	*inflict light wounds, mass*	1,125 gp
50–52	*insect plague*	1,125 gp
53	*mark of justice*	1,125 gp
54–56	*plane shift*	1,125 gp
57–58	*raise dead*	6,125 gp
59–61	*righteous might*	1,125 gp
62–63	*scrying*	1,125 gp
64–66	*slay living*	1,125 gp
67–69	*spell resistance*	1,125 gp
70–71	*stoneskin*	1,375 gp
72–74	*summon monster V*	1,125 gp
75–77	*summon nature's ally V*	1,125 gp
78	*symbol of pain*	2,125 gp
79	*symbol of sleep*	2,125 gp
80–82	*transmute mud to rock*	1,125 gp
83–85	*transmute rock to mud*	1,125 gp
86–89	*true seeing*	1,375 gp
90–91	*unhallow*	6,125 gp[1]
92–94	*wall of fire*	1,125 gp
95–97	*wall of stone*	1,125 gp
98–100	*wall of thorns*	1,125 gp

1 Allows for a spell of up to 4th level to be tied to the *hallowed* or *unhallowed* area.

6th-Level Divine Spells

d%	Spell	Market Price
01–03	*animate objects*	1,650 gp
04–06	*antilife shell*	1,650 gp
07–09	*banishment*	1,650 gp
10–13	*bear's endurance, mass*	1,650 gp
14–16	*blade barrier*	1,650 gp
17–20	*bull's strength, mass*	1,650 gp
21–24	*cat's grace, mass*	1,650 gp
25	*create undead*	1,650 gp
26–29	*cure moderate wounds, mass*	1,650 gp
30–33	*dispel magic, greater*	1,650 gp
34–37	*eagle's splendor, mass*	1,650 gp
38–40	*find the path*	1,650 gp
41–43	*fire seeds*	1,650 gp
44	*forbiddance*	4,650 gp[1]
45	*geas/quest*	1,650 gp
46	*glyph of warding, greater*	1,650 gp
47–49	*harm*	1,650 gp
50–52	*heal*	1,650 gp
53–55	*heroes' feast*	1,650 gp
56–58	*inflict moderate wounds, mass*	1,650 gp
59–61	*ironwood*	1,650 gp
62	*liveoak*	1,650 gp
63–65	*move earth*	1,650 gp
66–69	*owl's wisdom, mass*	1,650 gp
70–71	*planar ally*	2,400 gp
72–74	*repel wood*	1,650 gp
75–77	*spellstaff*	1,650 gp
78–80	*stone tell*	1,650 gp
81–83	*summon monster VI*	1,650 gp
84–86	*summon nature's ally VI*	1,650 gp
87	*symbol of fear*	2,650 gp
88	*symbol of persuasion*	6,650 gp
89–91	*transport via plants*	1,650 gp
92–94	*undeath to death*	2,150 gp
95–97	*wind walk*	1,650 gp
98–100	*word of recall*	1,650 gp

1 Assumes an area equivalent to one 60-foot cube.

7th-Level Divine Spells

d%	Spell	Market Price
01–05	*animate plants*	2,275 gp
06–09	*blasphemy*	2,275 gp
10–14	*changestaff*	2,275 gp
15–16	*control weather*	2,275 gp
17–21	*creeping doom*	2,275 gp
22–27	*cure serious wounds, mass*	2,275 gp
28–32	*destruction*	2,275 gp

33–36	*dictum*	2,275 gp
37–41	*ethereal jaunt*	2,275 gp
42–45	*holy word*	2,275 gp
46–50	*inflict serious wounds, mass*	2,275 gp
51–55	*refuge*	3,775 gp
56–60	*regenerate*	2,275 gp
61–65	*repulsion*	2,275 gp
66–69	*restoration, greater*	4,775 gp
70–71	*resurrection*	12,275 gp
72–76	*scrying, greater*	2,275 gp
77–81	*summon monster VII*	2,275 gp
82–85	*summon nature's ally VII*	2,275 gp
86–90	*sunbeam*	2,275 gp
91	*symbol of stunning*	7,275 gp
92	*symbol of weakness*	7,275 gp
93–97	*transmute metal to wood*	2,275 gp
98–100	*word of chaos*	2,275 gp

8th-Level Divine Spells

d%	Spell	Market Price
01–04	*animal shapes*	3,000 gp
05–10	*antimagic field*	3,000 gp
11–13	*cloak of chaos*	3,000 gp
14–17	*control plants*	3,000 gp
18–20	*create greater undead*	3,600 gp
21–27	*cure critical wounds, mass*	3,000 gp
28–32	*dimensional lock*	3,000 gp
33–36	*discern location*	3,000 gp
37–41	*earthquake*	3,000 gp
42–45	*finger of death*	3,000 gp
46–49	*fire storm*	3,000 gp
50–52	*holy aura*	3,000 gp
53–56	*inflict critical wounds, mass*	3,000 gp
57–60	*planar ally, greater*	5,500 gp
61–65	*repel metal or stone*	3,000 gp
66–69	*reverse gravity*	3,000 gp
70–72	*shield of law*	3,000 gp
73–76	*spell immunity, greater*	3,000 gp
77–80	*summon monster VIII*	3,000 gp
81–84	*summon nature's ally VIII*	3,000 gp
85–89	*sunburst*	3,000 gp
90–91	*symbol of death*	8,000 gp
92–93	*symbol of insanity*	8,000 gp
94–96	*unholy aura*	3,000 gp
97–100	*whirlwind*	3,000 gp

9th-Level Divine Spells

d%	Spell	Market Price
01–04	*antipathy*	3,825 gp
05–07	*astral projection*	4,870 gp
08–13	*elemental swarm*	3,825 gp
14–19	*energy drain*	3,825 gp
20–25	*etherealness*	3,825 gp
26–31	*foresight*	3,825 gp
32–37	*gate*	8,825 gp
38–46	*heal, mass*	3,825 gp
47–53	*implosion*	3,825 gp
54–55	*miracle*	28,825 gp[1]
56–61	*regenerate*	3,825 gp
62–66	*shambler*	3,825 gp
67–72	*shapechange*	3,825 gp
73–77	*soul bind*	3,825 gp
78–83	*storm of vengeance*	3,825 gp
84–89	*summon monster IX*	3,825 gp
90–95	*summon nature's ally IX*	3,825 gp
96–99	*sympathy*	5,325 gp
100	*true resurrection*	28,825 gp

1 Assumes powerful request but no expensive material components in excess of 100 gp and no additional XP cost.

If a divine spell is cast at different levels by clerics and druids, it appears on Table 7–24 at the level appropriate to a cleric (considered the default choice between clerics and druids). Examples: *cure serious wounds, neutralize poison, flame strike.*

Many spells are either arcane or divine, depending on the class of the caster. Such spells appear on both lists at the level appropriate to the class of the arcane or divine caster.

STAFFS

A staff is a long shaft of wood that stores several spells. Unlike wands (see page 245), which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created.

Physical Description: A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs are often decorated with carvings or runes. A typical staff is like a walking stick or quarterstaff. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

Activation: Staffs use the spell trigger activation method, so casting a spell from a staff is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 standard action, it takes that long to cast the spell from a staff.) To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for nonhumanoid creatures).

Random Generation: To generate staffs randomly, roll on Table 7–25: Staffs.

Special Qualities: Roll d%. A 01–30 result indicates that something (a design, inscription, or the like) provides some clue to the staff's function, and 31–100 indicates no special qualities.

Staff Descriptions

Staffs have immense utility because they pack so many capabilities into one item and they use the wielder's ability score and relevant feats to set the DC for saves against their spells. Unlike with other sorts of magic items, the wielder can use his caster level when activating the power of a staff if it's higher than the caster level of the staff.

This means that staffs are far more potent in the hands of a powerful spellcaster. Because they use the wielder's ability score to set the save DC for the spell, spells from a staff are often harder to resist than ones from other magic items, which use the minimum ability score required to cast the spell. Not only are aspects of the spell dependent on caster level (range, duration, and so on) potentially higher, but spells from a staff are harder to dispel and have a better chance of overcoming a target's spell resistance (especially if the wielder has the Spell Penetration feat).

Furthermore, a staff can hold a spell of any level, unlike a wand, which is limited to spells of 4th level or lower. The minimum caster level of a staff is 8th. Standard staffs are described below.

Abjuration: Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells:

- *Shield* (1 charge)
- *Resist energy* (1 charge)
- *Dispel magic* (1 charge)
- *Lesser globe of invulnerability* (2 charges)
- *Dismissal* (2 charges)
- *Repulsion* (3 charges)

Table 7–25: Staffs

Medium	Major	Staff	Market Price
01–15	01–03	*Charming*	16,500 gp
16–25	04–05	*Swarming insects*	24,750 gp
26–45	06–11	*Healing*	27,750 gp
46–60	12–17	*Fire*	28,500 gp
61–75	18–19	*Size alteration*	29,000 gp
76–90	20–24	*Illumination*	48,250 gp
91–95	25–31	*Frost*	56,250 gp
96–100	32–38	*Defense*	58,250 gp
—	39–43	*Abjuration*	65,000 gp
—	44–48	*Conjuration*	65,000 gp
—	49–53	*Enchantment*	65,000 gp
—	54–58	*Evocation*	65,000 gp
—	59–63	*Illusion*	65,000 gp
—	64–68	*Necromancy*	65,000 gp
—	69–73	*Transmutation*	65,000 gp
—	74–77	*Divination*	73,500 gp
—	78–82	*Earth and stone*	80,500 gp
—	83–87	*Woodlands*	101,250 gp
—	88–92	*Life*	155,750 gp
—	93–97	*Passage*	170,500 gp
—	98–100	*Power*	211,000 gp

Strong abjuration; CL 13th; Craft Staff, *dismissal, dispel magic, lesser globe of invulnerability, resist energy, repulsion, shield*; Price 65,000 gp.

Charming: Made of twisting wood ornately shaped and carved, this staff allows use of the following spells:

- *Charm person* (1 charge)
- *Charm monster* (2 charges)

Moderate enchantment; CL 8th; Craft Staff, *charm person, charm monster*; Price 16,500 gp.

Conjuration: This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures. It allows use of the following spells:

- *Unseen servant* (1 charge)
- *Summon swarm* (1 charge)
- *Stinking cloud* (1 charge)
- *Minor creation* (2 charges)
- *Cloudkill* (2 charges)
- *Summon monster VI* (3 charges)

Strong conjuration; CL 13th; Craft Staff, *cloudkill, minor creation, stinking cloud, summon monster VI, summon swarm, unseen servant*; Price 65,000 gp.

Defense: The *staff of defense* is a simple-looking staff that throbs with power when held defensively. It allows use of the following spells:

- *Shield* (1 charge)
- *Shield of faith* (1 charge)
- *Shield other* (1 charge)
- *Shield of law* (3 charges)

Strong abjuration; CL 15th; Craft Staff, *shield, shield of faith, shield of law, shield other*, creator must be lawful; Price 58,250 gp.

Divination: Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells:

- *Detect secret doors* (1 charge)
- *Locate object* (1 charge)
- *Tongues* (1 charge)
- *Locate creature* (2 charges)
- *Prying eyes* (2 charges)
- *True seeing* (3 charges)

Strong divination; CL 13th; Craft Staff, *detect secret doors, locate creature, locate object, prying eyes, tongues, true seeing*; Price 73,500 gp.

WAR *Staff of earth and stone*

Earth and Stone: This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following spells:

- *Passwall* (1 charge)
- *Move earth* (1 charge)

Moderate transmutation; CL 11th; Craft Staff, *move earth, passwall*; Price 80,500 gp.

Enchantment: Often made from applewood and topped with a clear crystal, this staff allows use of the following spells:

- *Sleep* (1 charge)
- *Tasha's hideous laughter* (1 charge)
- *Suggestion* (1 charge)
- *Crushing despair* (2 charges)
- *Mind fog* (2 charges)
- *Suggestion, mass* (3 charges)

Strong enchantment; CL 13th; Craft Staff, *crushing despair, mass suggestion, mind fog, sleep, suggestion, Tasha's hideous laughter*; Price 65,000 gp.

Evocation: Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells:

- *Magic missile* (1 charge)
- *Shatter* (1 charge)
- *Fireball* (1 charge)
- *Ice storm* (2 charges)
- *Wall of force* (2 charges)
- *Chain lightning* (3 charges)

Strong evocation; CL 13th; Craft Staff, *chain lightning, fireball, ice storm, magic missile, shatter, wall of force*; Price 65,000 gp.

Staff of frost

Fire: Crafted from bronzewood with brass bindings, this staff allows use of the following spells:

- *Burning hands* (1 charge)
- *Fireball* (1 charge)
- *Wall of fire* (2 charges)

Moderate evocation; CL 8th; Craft Staff, *burning hands, fireball, wall of fire*; Price 28,500 gp.

Frost: Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells:

- *Ice storm* (1 charge)
- *Wall of ice* (1 charge)
- *Cone of cold* (2 charge)

Moderate evocation; CL 10th; Craft Staff, *cone of cold, ice storm, wall of ice*; Price 56,250 gp.

Healing: This white ash staff, with inlaid silver runes, allows use of the following spells:

- *Lesser restoration* (1 charge)
- *Cure serious wounds* (1 charge)
- *Remove blindness/deafness* (2 charges)
- *Remove disease* (3 charges)

Moderate conjuration; CL 8th; Craft Staff, *cure serious wounds, lesser restoration, remove blindness/deafness, remove disease*; Price 27,750 gp.

Illusion: This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells:

- *Disguise self* (1 charge)
- *Mirror image* (1 charge)
- *Major image* (1 charge)
- *Rainbow pattern* (2 charges)
- *Persistent image* (2 charges)
- *Mislead* (3 charges)

Strong illusion; CL 13th; Craft Staff, *disguise self, major image, mirror image, mislead, persistent image, rainbow pattern*; Price 65,000 gp.

Illumination: This staff is usually sheathed in silver and decorated with sunbursts. It allows use of the following spells:

- *Dancing lights* (1 charge)
- *Flare* (1 charge)
- *Daylight* (2 charges)
- *Sunburst* (3 charges)

Strong evocation; CL 15th; Craft Staff, *dancing lights, daylight, flare, sunburst*; Price 48,250 gp.

Life: Made of thick oak shod in gold, this staff allows use of the following spells:

- *Heal* (1 charge)
- *Resurrection* (5 charges)

Moderate conjuration; CL 13th; Craft Staff, *heal, resurrection*; Price 155,750 gp.

Necromancy: This staff is made from ebony or other dark wood and carved with the images of bones and skulls. It allows use of the following spells:

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- *Cause fear* (1 charge)
- *Ghoul touch* (1 charge)
- *Halt undead* (1 charge)
- *Enervation* (2 charges)
- *Waves of fatigue* (2 charges)
- *Circle of death* (3 charges)

Strong necromancy; CL 13th; Craft Staff, *cause fear, circle of death, enervation, ghoul touch, halt undead, waves of fatigue*; Price 65,000 gp.

Passage: This potent item allows use of the following spells:
- *Dimension door* (1 charge)
- *Passwall* (1 charge)
- *Phase door* (2 charges)
- *Greater teleport* (2 charges)
- *Astral projection* (2 charges)

Strong varied; CL 17th; Craft Staff, *astral projection, dimension door, greater teleport, passwall, phase door*; Price 170,500 gp.

Power: The *staff of power* is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:
- *Magic missile* (1 charge)
- *Ray of enfeeblement* (heightened to 5th level) (1 charge)
- *Continual flame* (1 charge)
- *Levitate* (1 charge)
- *Lightning bolt* (heightened to 5th level) (1 charge)
- *Fireball* (heightened to 5th level) (1 charge)
- *Cone of cold* (2 charges)
- *Hold monster* (2 charges)
- *Wall of force* (in a 10-ft.-diameter hemisphere around the caster only) (2 charges)
- *Globe of invulnerability* (2 charges)

The wielder of a *staff of power* gains a +2 luck bonus to AC and saving throws. The staff is also a +2/masterwork *quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended (as a free action), the staff causes double damage (×3 on a critical hit) for 1 round.

A *staff of power* can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make a Strength check.) All charges currently in the staff are instantly released in a 30-foot- radius. All within 2 squares of the broken staff take points of damage equal to 8 × the number of charges in the staff, those 3 or 4 squares away take 6 × the number of charges in damage, and those 5 or 6 squares distant take 4 × the number of charges in damage. All those affected can make DC 17 Reflex saves to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him. Only certain items, including the *staff of the magi* (page 280) and the *staff of power*, are capable of being used for a retributive strike.

After all charges are used up from the staff, it remains a +2/masterwork *quarterstaff*. (Once empty of charges, it cannot be used for a retributive strike.)

Strong varied; CL 15th; Craft Staff, Craft Magic Arms and Armor, *magic missile*, heightened *ray of enfeeblement, continual flame, levitate*, heightened *fireball*, heightened *lightning bolt, cone of cold, hold monster, wall of force, globe of invulnerability*; Price 211,000 gp.

Size Alteration: Stout and sturdy, this staff of dark wood allows use of the following spells:
- *Enlarge person* (1 charge)
- *Reduce person* (1 charge)
- *Shrink item* (1 charge)
- *Enlarge person, mass* (1 charge)
- *Reduce person, mass* (1 charge)

Faint conjuration; CL 8th; Craft Staff, *enlarge person, mass enlarge person, reduce person, mass reduce person, shrink item*; Price 29,000 gp.

Swarming Insects: Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:
- *Summon swarm* (1 charge)
- *Insect plague* (3 charges)

Moderate conjuration; CL 9th; Craft Staff, *insect plague, summon swarm*; Price 24,750 gp.

Transmutation: This staff is generally carved from or decorated with petrified wood and allows use of the following spells:
- *Expeditious retreat* (1 charge)
- *Alter self* (1 charge)
- *Blink* (1 charge)
- *Polymorph* (2 charges)
- *Baleful polymorph* (2 charges)
- *Disintegrate* (3 charges)

Strong transmutation; CL 13th; Craft Staff, *alter self, baleful polymorph, blink, disintegrate, expeditious retreat, polymorph*; Price 65,000 gp.

Woodlands: Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:
- *Charm animal* (1 charge)
- *Speak with animals* (1 charge)
- *Barkskin* (2 charges)
- *Wall of thorns* (3 charges)
- *Summon nature's ally VI* (3 charges)
- *Animate plants* (4 charges)

The staff may be used as a weapon, functioning as a *+2 quarterstaff*. The *staff of the woodlands* also allows its wielder to *pass without trace* at will, with no charge cost. These two attributes continue to function after all the charges are expended.

Moderate varied; CL 13th; Craft Staff, Craft Magic Arms and Armor, *animate plants, barkskin, charm animal, pass without trace, speak with animals, summon nature's ally VI, wall of thorns*; Price 101,250 gp.

WANDS

A wand is a thin baton that contains a single spell of 4th level or lower. Each wand has 50 charges when created, and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a stick.

Physical Description: A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.

Activation: Wands use the spell trigger activation method, so casting a spell from a wand is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 action, it takes that long to cast the spell from a wand.) To activate a wand, a character must hold it in hand (or whatever passes for a hand, for nonhumanoid creatures) and point it in the general direction of the target or area. A wand may be used while grappling or while swallowed whole.

Random Generation: To generate wands randomly, roll on Table 7–26: Wands. Some wands on the table are versions created at particular caster levels; in such cases, the caster level of the item is given in parentheses.

Special Qualities: Roll d%. A 01–30 result indicates that something (a design, inscription, or the like) provides some clue to the wand's function, and 31–100 indicates no special qualities.

Wand Descriptions

All wands are simply storage devices for spells and thus have no special descriptions. Refer to the spell descriptions in Chapter 11 of the *Player's Handbook* for all pertinent details.

Table 7–26: Wands

Minor	Medium	Major	Wand	Market Price
01–02	—	—	*Detect magic*	375 gp
03–04	—	—	*Light*	375 gp
05–07	—	—	*Burning hands*	750 gp
08–10	—	—	*Charm animal*	750 gp
11–13	—	—	*Charm person*	750 gp
14–16	—	—	*Color spray*	750 gp
17–19	—	—	*Cure light wounds*	750 gp
20-22	—	—	*Detect secret doors*	750 gp
23–25	—	—	*Enlarge person*	750 gp
26–28	—	—	*Magic missile (1st)*	750 gp
29–31	—	—	*Shocking grasp*	750 gp
32–34	—	—	*Summon monster I*	750 gp
35–36	—	—	*Magic missile (3rd)*	2,250 gp
37	01–03	—	*Magic missile (5th)*	3,750 gp
38–40	04–07	—	*Bear's endurance*	4,500 gp
41–43	08–11	—	*Bull's strength*	4,500 gp
44–46	12–15	—	*Cat's grace*	4,500 gp
47–49	16–20	—	*Cure moderate wounds*	4,500 gp
50–51	21–22	—	*Darkness*	4,500 gp
52–54	23–24	—	*Daylight*	4,500 gp
55–57	25–27	—	*Delay poison*	4,500 gp
58–60	28–31	—	*Eagle's splendor*	4,500 gp
61–63	32–33	—	*False life*	4,500 gp
64–66	34–37	—	*Fox's cunning*	4,500 gp
67–68	38	—	*Ghoul touch*	4,500 gp
69–71	39	—	*Hold person*	4,500 gp
72–74	40–42	—	*Invisibility*	4,500 gp
75–77	43–44	—	*Knock*	4,500 gp
78–80	45	—	*Levitate*	4,500 gp
81–83	46–47	—	*Melf's acid arrow*	4,500 gp
84–86	48–49	—	*Mirror image*	4,500 gp
87–89	50–53	—	*Owl's wisdom*	4,500 gp
90–91	54	—	*Shatter*	4,500 gp
92–94	55–56	—	*Silence*	4,500 gp
95–97	57	—	*Summon monster II*	4,500 gp
98–100	58–59	—	*Web*	4,500 gp
—	60–62	01–02	*Magic missile (7th)*	5,250 gp
—	63–64	03–05	*Magic missile (9th)*	6,750 gp
—	65–67	06–07	*Call lightning (5th)*	11,250 gp
—	68	08	*Charm person,* heightened (3rd-level spell)	11,250 gp
—	69–70	09–10	*Contagion*	11,250 gp
—	71–74	11–13	*Cure serious wounds*	11,250 gp
—	75–77	14–15	*Dispel magic*	11,250 gp
—	78–81	16–17	*Fireball (5th)*	11,250 gp
—	82–83	18–19	*Keen edge*	11,250 gp
—	84–87	20–21	*Lightning bolt (5th)*	11,250 gp
	88–89	22–23	*Major image*	11,250 gp
—	90–91	24–25	*Slow*	11,250 gp
—	92–94	26–27	*Suggestion*	11,250 gp
—	95–97	28–29	*Summon monster III*	11,250 gp
—	98	30–31	*Fireball (6th)*	13,500 gp
—	99	32–33	*Lightning bolt (6th)*	13,500 gp
—	100	34–35	*Searing light (6th)*	13,500 gp
—	—	36–37	*Call lightning (8th)*	18,000 gp
—	—	38–39	*Fireball (8th)*	18,000 gp
—	—	40–41	*Lightning bolt (8th)*	18,000 gp
—	—	42–45	*Charm monster*	21,000 gp
—	—	46–50	*Cure critical wounds*	21,000 gp
—	—	51–52	*Dimensional anchor*	21,000 gp
—	—	53–55	*Fear*	21,000 gp
—	—	56–59	*Greater invisibility*	21,000 gp
—	—	60	*Hold person,* heightened (4th level)	21,000 gp
—	—	61–65	*Ice storm*	21,000 gp
—	—	66–68	*Inflict critical wounds*	21,000 gp
—	—	69–72	*Neutralize poison*	21,000 gp
—	—	73–74	*Poison*	21,000 gp
—	—	75–77	*Polymorph*	21,000 gp
—	—	78	*Ray of enfeeblement,* heightened (4th level)	21,000 gp
—	—	79	*Suggestion,* heightened (4th level)	21,000 gp
—	—	80–82	*Summon monster IV*	21,000 gp
—	—	83–86	*Wall of fire*	21,000 gp
—	—	87–90	*Wall of ice*	21,000 gp
—	—	91	*Dispel magic (10th)*	22,500 gp
—	—	92	*Fireball (10th)*	22,500 gp
—	—	93	*Lightning bolt (10th)*	22,500 gp
—	—	94	*Chaos hammer (8th)*	24,000 gp
—	—	95	*Holy smite (8th)*	24,000 gp
—	—	96	*Order's wrath (8th)*	24,000 gp
—	—	97	*Unholy blight (8th)*	24,000 gp
—	—	98–99	*Restoration*[1]	26,000 gp
—	—	100	*Stoneskin*[2]	33,500 gp

1 The cost to create a *wand of restoration* is 10,500 gp, 840 XP, plus 5,000 gp for the material components.

2 The cost to create a *wand of stoneskin* is 10,500 gp, 840 XP, plus 12,500 gp for the material components.

WONDROUS ITEMS

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a wondrous item (unless specified otherwise in the description).

Physical Description: Varies.

Activation: Usually use activated or command word, but details vary from item to item.

Random Generation: To generate wondrous items randomly, roll on Table 7–27: Minor Wondrous Items, Table 7–28: Medium Wondrous Items, or Table 7–29: Major Wondrous Items.

Special Qualities: Roll d%. A 01–31 result indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes.

Wondrous Item Descriptions

Wondrous items can be configured to do just about anything from create a breeze to improve ability scores. Standard wondrous items are described below.

Amulet of Health: This amulet is a golden disk on a chain. It usually bears the image of a lion or other powerful animal. The amulet grants the wearer an enhancement bonus to Constitution of +2, +4, or +6.

Moderate transmutation; CL 8th; Craft Wondrous Item, *bear's endurance*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Amulet of Mighty Fists: This amulet grants an enhancement bonus of +1 to +5 on attack and damage rolls with unarmed attacks and natural weapons.

Faint evocation; CL 5th; Craft Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the amulet's bonus; Price 6,000 gp (+1), 24,000 gp (+2), 54,000 gp (+3), 96,000 gp (+4), 150,000 gp (+5).

Amulet of Natural Armor: This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor bonus of from +1

to +5, depending on the kind of amulet.

Faint transmutation; CL 5th; Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; Price 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), or 50,000 gp (+5).

Amulet of the Planes: This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize *plane shift*. However, this is a difficult item to master. The user must make a DC 15 Intelligence check in order to get the amulet to take him to the plane (and the specific location on that plane) that he wants. If he fails, the amulet transports him and all those traveling with him to a random location on that plane (01–60 on d%) or to a random plane (61–100).

Strong conjuration; CL 15th; Craft Wondrous Item, *plane shift*; Price 120,000 gp.

Amulet of Proof against Detection and Location: This silver amulet protects the wearer from scrying and magical location just as a *nondetection* spell does. If a divination spell is attempted against the wearer, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 19 (as if the caster had cast *nondetection* on herself).

Moderate abjuration; CL 8th; Craft Wondrous Item, *nondetection*; Price 35,000 gp.

Apparatus of Kwalish: This item appears to be a large, sealed iron barrel, but it has a secret catch (Search DC 20 to locate) that opens a hatch in one end. Anyone who crawls inside finds ten (unlabeled) levers:

Table 7–27: Minor Wondrous Items

d%	Item	Market Price
01	*Quaal's feather token, anchor*	50 gp
02	*Universal solvent*	50 gp
03	*Elixir of love*	150 gp
04	*Unguent of timelessness*	150 gp
05	*Quaal's feather token, fan*	200 gp
06	*Dust of tracelessness*	250 gp
07	*Elixir of hiding*	250 gp
08	*Elixir of sneaking*	250 gp
09	*Elixir of swimming*	250 gp
10	*Elixir of vision*	250 gp
11	*Silversheen*	250 gp
12	*Quaal's feather token, bird*	300 gp
13	*Quaal's feather token, tree*	400 gp
14	*Quaal's feather token, swan boat*	450 gp
15	*Elixir of truth*	500 gp
16	*Quaal's feather token, whip*	500 gp
17	*Dust of dryness*	850 gp
18	*Bag of tricks, gray*	900 gp
19	*Hand of the mage*	900 gp
20	*Bracers of armor +1*	1,000 gp
21	*Cloak of resistance +1*	1,000 gp
22	*Pearl of power, 1st-level spell*	1,000 gp
23	*Phylactery of faithfulness*	1,000 gp
24	*Salve of slipperiness*	1,000 gp
25	*Elixir of fire breath*	1,100 gp
26	*Pipes of the sewers*	1,150 gp
27	*Dust of illusion*	1,200 gp
28	*Goggles of minute seeing*	1,250 gp
29	*Brooch of shielding*	1,500 gp
30	*Necklace of fireballs type I*	1,650 gp
31	*Dust of appearance*	1,800 gp
32	*Hat of disguise*	1,800 gp
33	*Pipes of sounding*	1,800 gp
34	*Quiver of Ehlonna*	1,800 gp
35	*Amulet of natural armor +1*	2,000 gp
36	*Heward's handy haversack*	2,000 gp
37	*Horn of fog*	2,000 gp
38	*Elemental gem*	2,250 gp
39	*Robe of bones*	2,400 gp
40	*Sovereign glue*	2,400 gp
41	*Bag of holding type I*	2,500 gp
42	*Boots of elvenkind*	2,500 gp
43	*Boots of the winterlands*	2,500 gp
44	*Candle of truth*	2,500 gp
45	*Cloak of elvenkind*	2,500 gp
46	*Eyes of the eagle*	2,500 gp
47	*Scarab, golembane*	2,500 gp
48	*Necklace of fireballs type II*	2,700 gp
49	*Stone of alarm*	2,700 gp
50	*Bag of tricks, rust*	3,000 gp
51	*Bead of force*	3,000 gp
52	*Chime of opening*	3,000 gp
53	*Horseshoes of speed*	3,000 gp
54	*Rope of climbing*	3,000 gp
55	*Dust of disappearance*	3,500 gp
56	*Lens of detection*	3,500 gp
57	*Figurine of wondrous power, silver raven*	3,800 gp
58	*Amulet of health +2*	4,000 gp
59	*Bracers of armor +2*	4,000 gp
60	*Cloak of Charisma +2*	4,000 gp
61	*Cloak of resistance +2*	4,000 gp
62	*Gauntlets of ogre power*	4,000 gp
63	*Gloves of arrow snaring*	4,000 gp
64	*Gloves of Dexterity +2*	4,000 gp
65	*Headband of intellect +2*	4,000 gp
66	*Ioun stone, clear spindle*	4,000 gp
67	*Keoghtom's ointment*	4,000 gp
68	*Nolzur's marvelous pigments*	4,000 gp
69	*Pearl of power, 2nd-level spell*	4,000 gp
70	*Periapt of Wisdom +2*	4,000 gp
71	*Stone salve*	4,000 gp
72	*Necklace of fireballs type III*	4,350 gp
73	*Circlet of persuasion*	4,500 gp
74	*Slippers of spider climbing*	4,800 gp
75	*Incense of meditation*	4,900 gp
76	*Bag of holding type II*	5,000 gp
77	*Bracers of archery, lesser*	5,000 gp
78	*Ioun stone, dusty rose prism*	5,000 gp
79	*Helm of comprehend languages and read magic*	5,200 gp
80	*Vest of escape*	5,200 gp
81	*Eversmoking bottle*	5,400 gp
82	*Murlynd's spoon*	5,400 gp
83	*Necklace of fireballs type IV*	5,400 gp
84	*Boots of striding and springing*	5,500 gp
85	*Wind fan*	5,500 gp
86	*Necklace of fireballs type V*	5,850 gp
87	*Amulet of mighty fists +1*	6,000 gp
88	*Horseshoes of a zephyr*	6,000 gp
89	*Pipes of haunting*	6,000 gp
90	*Gloves of swimming and climbing*	6,250 gp
91	*Bag of tricks, tan*	6,300 gp
92	*Circlet of blasting, minor*	6,480 gp
93	*Horn of goodness/evil*	6,500 gp
94	*Robe of useful items*	7,000 gp
95	*Boat, folding*	7,200 gp
96	*Cloak of the manta ray*	7,200 gp
97	*Bottle of air*	7,250 gp
98	*Bag of holding type III*	7,400 gp
99	*Periapt of health*	7,400 gp
100	Roll again	—

The device has the following characteristics: hp 200; hardness 15; Spd 20 ft., swim 20 ft.; AC 20 (–1 size, +11 natural); Atk +12 melee (2d8, 2 pincers).

Lever (1d10)	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open "eyes" with *continual flame* inside/close "eyes"
9	Rise/sink in water
10	Open/close hatch

Operating a lever is a full-round action, and no lever may be operated more than once per round. However, since two Medium characters can fit inside, the apparatus can move and attack in the same round. The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

Strong evocation and transmutation; CL 19th; Craft Wondrous Item, *animate objects*, *continual flame*, creator must have 8 ranks in the Knowledge (architecture and engineering) skill; Price 90,000 gp; *Weight* 500 lb.

Bag of Holding: This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag's contents, depend on the bag's type, as shown on the table below.

Bag	Bag Weight	Contents Weight Limit	Contents Volume Limit	Market Price
Type I	15 lb.	250 lb.	30 cu. ft.	2,500 gp
Type II	25 lb.	500 lb.	70 cu. ft.	5,000 gp
Type III	35 lb.	1,000 lb.	150 cu. ft.	7,400 gp
Type IV	60 lb.	1,500 lb.	250 cu. ft.	10,000 gp

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a *bag of holding* is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action—unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

If a *bag of holding* is placed within a *portable hole* (page 264), a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Moderate conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*.

Bag of Tricks: This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Handle Animal skill (page 74 of the *Player's Handbook*). Each of the three kinds of a *bag of tricks* produces a different set of animals. Use the following tables to determine what animals can be drawn out of each.

The heavy warhorse appears with harness and tack and accepts the character who drew it from the bag as a rider.

Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week.

Faint or moderate conjuration; CL 3rd (gray), 5th (rust), 9th (tan); Craft Wondrous Item, *summon nature's ally II* (gray), *summon nature's ally III* (rust), or *summon nature's ally V* (tan); Price 900 gp (gray); 3,000 gp (rust); 6,300 gp (tan).

Gray		*Rust*		*Tan*	
d%	Animal	d%	Animal	d%	Animal
01–30	Bat	01–30	Wolverine	01–30	Brown bear
31–60	Rat	31–60	Wolf	31–60	Lion
61–75	Cat	61–85	Boar	61–80	Heavy warhorse
76–90	Weasel	86–100	Black bear	81–90	Tiger
91–100	Badger			91–100	Rhinoceros

Bead of Force: This small black sphere appears to be a lusterless pearl. You can throw it up to 60 feet with no range penalties. Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force damage to all creatures within a 10-foot radius.

It functions like an *Otiluke's resilient sphere* spell (Reflex DC 16 negates) with a radius of 10 feet and a duration of 10 minutes. A globe of shimmering force encloses a creature, provided the latter is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, *disintegrate*, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the globe cannot be physically moved either by people outside it or by the struggles of those within.

The explosion completely consumes the bead, making this a one-use item.

Moderate evocation; CL 10th; Craft Wondrous Item, *Otiluke's resilient sphere*; Price 3,000 gp.

Belt, Monk's: This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets him make one additional stunning attack per day. If the character is not a monk, he gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus.

Moderate transmutation; CL 10th; Craft Wondrous Item, *righteous might* or *Tenser's transformation*; Price 13,000 gp; Weight 1 lb.

Belt of Dwarvenkind: This belt gives the wearer a +4 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with dwarves, a +2 competence bonus on similar checks when dealing with gnomes and halflings, and a –2 competence penalty on similar checks when dealing with anyone else. The wearer can understand, speak, and read Dwarven. If the wearer is not a dwarf, he gains 60-foot darkvision, dwarven stonecunning, a +2 enhancement bonus to Constitution, and a +2 resistance bonus on saves against poison, spells, or spell-like effects.

Moderate divination; CL 12th; Craft Wondrous Item, *tongues*, creator must be a dwarf; Price 14,900 gp; Weight 1 lb.

Belt of Giant Strength: This wide belt is made of thick leather and studded with iron. The belt adds to the wearer's Strength score in the form of an enhancement bonus of +4 or +6.

Moderate transmutation; CL 10th; Craft Wondrous Item, *bull's strength*; Price 16,000 gp (+4), 36,000 gp (+6); Weight 1 lb.

Table 7–28: Medium Wondrous Items

d%	Item	Market Price
01	*Boots of levitation*	7,500 gp
02	*Harp of charming*	7,500 gp
03	*Amulet of natural armor +2*	8,000 gp
04	*Golem manual, flesh*	8,000 gp
05	*Hand of glory*	8,000 gp
06	*Ioun stone, deep red sphere*	8,000 gp
07	*Ioun stone, incandescent blue sphere*	8,000 gp
08	*Ioun stone, pale blue rhomboid*	8,000 gp
09	*Ioun stone, pink and green sphere*	8,000 gp
10	*Ioun stone, pink rhomboid*	8,000 gp
11	*Ioun stone, scarlet and blue sphere*	8,000 gp
12	*Deck of illusions*	8,100 gp
13	*Necklace of fireballs type VI*	8,100 gp
14	*Candle of invocation*	8,400 gp
15	*Necklace of fireballs type VII*	8,700 gp
16	*Bracers of armor +3*	9,000 gp
17	*Cloak of resistance +3*	9,000 gp
18	*Decanter of endless water*	9,000 gp
19	*Necklace of adaptation*	9,000 gp
20	*Pearl of power, 3rd-level spell*	9,000 gp
21	*Figurine of wondrous power, serpentine owl*	9,100 gp
22	*Strand of prayer beads, lesser*	9,600 gp
23	*Bag of holding type IV*	10,000 gp
24	*Figurine of wondrous power, bronze griffon*	10,000 gp
25	*Figurine of wondrous power, ebony fly*	10,000 gp
26	*Glove of storing*	10,000 gp
27	*Ioun stone, dark blue rhomboid*	10,000 gp
28	*Stone horse, courser*	10,000 gp
29	*Vestment, druid's*	10,000 gp
30	*Cape of the mountebank*	10,080 gp
31	*Phylactery of undead turning*	11,000 gp
32	*Gauntlet of rust*	11,500 gp
33	*Boots of speed*	12,000 gp
34	*Goggles of night*	12,000 gp
35	*Golem manual, clay*	12,000 gp
36	*Medallion of thoughts*	12,000 gp
37	*Pipes of pain*	12,000 gp
38	*Boccob's blessed book*	12,500 gp
39	*Belt, monk's*	13,000 gp
40	*Gem of brightness*	13,000 gp
41	*Lyre of building*	13,000 gp
42	*Cloak of arachnida*	14,000 gp
43	*Stone horse, destrier*	14,800 gp
44	*Belt of dwarvenkind*	14,900 gp
45	*Periapt of wound closure*	15,000 gp
46	*Horn of the tritons*	15,100 gp
47	*Pearl of the sirines*	15,300 gp
48	*Figurine of wondrous power, onyx dog*	15,500 gp
49	*Amulet of health +4*	16,000 gp
50	*Belt of giant strength +4*	16,000 gp
51	*Boots, winged*	16,000 gp
52	*Bracers of armor +4*	16,000 gp
53	*Cloak of Charisma +4*	16,000 gp
54	*Cloak of resistance +4*	16,000 gp
55	*Gloves of Dexterity +4*	16,000 gp
56	*Headband of intellect +4*	16,000 gp
57	*Pearl of power, 4th-level spell*	16,000 gp
58	*Periapt of Wisdom +4*	16,000 gp
59	*Scabbard of keen edges*	16,000 gp
60	*Figurine of wondrous power, golden lions*	16,500 gp
61	*Chime of interruption*	16,800 gp
62	*Broom of flying*	17,000 gp
63	*Figurine of wondrous power, marble elephant*	17,000 gp
64	*Amulet of natural armor +3*	18,000 gp
65	*Ioun stone, iridescent spindle*	18,000 gp
66	*Bracelet of friends*	19,000 gp
67	*Carpet of flying*, 5 ft. by 5 ft.	20,000 gp
68	*Horn of blasting*	20,000 gp
69	*Ioun stone, pale lavender ellipsoid*	20,000 gp
70	*Ioun stone, pearly white spindle*	20,000 gp
71	*Portable hole*	20,000 gp
72	*Stone of good luck (luckstone)*	20,000 gp
73	*Figurine of wondrous power, ivory goats*	21,000 gp
74	*Rope of entanglement*	21,000 gp
75	*Golem manual, stone*	22,000 gp
76	*Mask of the skull*	22,000 gp
77	*Mattock of the titans*	23,348 gp
78	*Circlet of blasting, major*	23,760 gp
79	*Amulet of mighty fists +2*	24,000 gp
80	*Cloak of displacement, minor*	24,000 gp
81	*Helm of underwater action*	24,000 gp
82	*Bracers of archery, greater*	25,000 gp
83	*Bracers of armor +5*	25,000 gp
84	*Cloak of resistance +5*	25,000 gp
85	*Eyes of doom*	25,000 gp
86	*Pearl of power, 5th-level spell*	25,000 gp
87	*Maul of the titans*	25,305 gp
88	*Cloak of the bat*	26,000 gp
89	*Iron bands of Bilarro*	26,000 gp
90	*Cube of frost resistance*	27,000 gp
91	*Helm of telepathy*	27,000 gp
92	*Periapt of proof against poison*	27,000 gp
93	*Robe of scintillating colors*	27,000 gp
94	*Manual of bodily health +1*	27,500 gp
95	*Manual of gainful exercise +1*	27,500 gp
96	*Manual of quickness in action +1*	27,500 gp
97	*Tome of clear thought +1*	27,500 gp
98	*Tome of leadership and influence +1*	27,500 gp
99	*Tome of understanding +1*	27,500 gp
100	*Dimensional shackles*	28,000 gp

Boat, Folding: A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease.

A third word of command causes the boat or ship to fold itself into a box once again. The words of command may be inscribed visibly or invisibly on the box, or they may be written elsewhere—perhaps on an item within the box.

Faint transmutation; CL 6th; Craft Wondrous Item, *fabricate*, creator must have 2 ranks in the Craft (shipmaking) skill; Price 7,200 gp; Weight 4 lb.

Boccob's Blessed Book: This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked.

A wizard can fill the 1,000 pages of a *Boccob's blessed book* with spells without paying the 100 gp per page material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

Moderate transmutation; CL 7th; Craft Wondrous Item, *secret page*; Price 12,500 gp; Weight 1 lb.

Boots of Elvenkind: These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +5 competence bonus on Move Silently checks.

Faint transmutation; CL 5th; Craft Wondrous Item, creator must be an elf; Price 2,500 gp; Weight 1 lb.

Boots of Levitation: On command, these leather boots allow the wearer to levitate as if he had cast *levitate* on herself.

Faint transmutation; CL 3rd; Craft Wondrous Item, *levitate*; Price 7,500 gp; Weight 1 lb.

Boots of Speed: As a free action, the wearer can click his boot heels together, enabling him to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds.

Moderate transmutation; CL 10th; Craft Wondrous Item, *haste*; Price 12,000 gp; Weight 1 lb.

Boots of Striding and Springing: These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. He can jump with a +5 competence bonus on Jump checks.

Faint transmutation; CL 3rd; Craft Wondrous Item, *longstrider*, creator must have 5 ranks in the Jump skill; Price 5,500 gp; Weight 1 lb.

Boots of Teleportation: Any character wearing this footwear may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 49,000 gp; Weight 3 lb.

Boots of the Winterlands: This footgear bestows many powers upon the wearer. First, he is able to travel across snow at his normal speed, leaving no tracks. The boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, *boots of the winterlands* warm the wearer, as if he were affected by an *endure elements* spell.

Faint abjuration and transmutation; CL 5th; Craft Wondrous Item, *cat's grace*, *endure elements*, *pass without trace*; Price 2,500 gp; Weight 1 lb.

Boots, Winged: These boots appear to be ordinary footgear. On command, the boots sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell. He can fly three times day for up to 5 minutes per flight.

Faint transmutation; CL 5th; Craft Wondrous Item, *fly*; Price 16,000 gp; Weight 1 lb.

Bottle of Air: This item appears to be a normal glass bottle with a cork. When taken to any airless environment (such as underwater or in a vacuum), it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle is a standard action, but a character so doing can then act for as long as he can hold his breath.

Moderate transmutation; CL 7th; Craft Wondrous Item, *water breathing*; Price 7,250 gp; Weight 2 lb.

Bowl of Commanding Water Elementals: This large container is usually fashioned from blue or green semiprecious stone (malachite, lapis lazuli, azurite, turquoise, peridot, or sometimes jade). It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, a Large water elemental appears. The summoning words require 1 full round to speak. In all ways the bowl functions as the *summon monster VI* spell. Only one elemental can be called at a time. A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is dispelled, dismissed, or slain).

If salt water is used, the elemental is Huge rather than Large (as if *summon monster VII* had been cast). See page 98 of the *Monster Manual* for details on water elementals.

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 3 lb.

Bracelet of Friends: This silver charm bracelet has four charms upon it when created. The owner may designate one person known to him to be keyed to one charm. (This designation takes a standard action, but once done it lasts forever or until changed.) When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot (a standard action) along with his gear, as long as the owner and the called person are on the same plane. The keyed individual knows who is calling, and the *bracelet of friends* only functions on willing travelers. Once a charm is activated, it disappears. Charms separated from the bracelet are worthless. A bracelet found with fewer than four charms is worth 25% less for each missing charm.

Strong conjuration; CL 15th; Craft Wondrous Item, *refuge*; Price 19,000 gp.

Bracers of Archery, Greater: These wristbands look like normal protective wear. The bracers empower the wearer to use any bow (not including crossbows) as if he were proficient in its use. If he already has proficiency with any type of bow, he gains a +2 competence bonus on attack rolls and a +1 competence bonus on damage rolls whenever using that type of bow. Both bracers must be worn for the magic to be effective.

Moderate transmutation; CL 8th; Craft Wondrous Item, Craft Magic Arms and Armor; Price 25,000 gp; Weight 1 lb.

Bracers of Archery, Lesser: These wristbands function as *greater bracers of archery*, except that they grant a +1 competence bonus on attack rolls and no bonus on damage rolls.

Faint transmutation; CL 4th; Craft Wondrous Item, Craft Magic Arms and Armor; Price 5,000 gp; Weight 1 lb.

Bracers of Armor: These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

Moderate conjuration; CL 7th; Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8); Weight 1 lb.

Brazier of Commanding Fire Elementals: This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, a Large fire elemental appears. The summoning words require 1 full round to speak. In all ways the brazier functions as the *summon monster VI* spell. If brimstone is added, the elemental is Huge instead of Large, and the brazier works as a *summon monster VII* spell. Only one elemental can be summoned at a time. A new elemental requires a new fire, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain). See page 98 of the *Monster Manual* for details on fire elementals.

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 5 lb.

Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by spell or spell-like ability. A brooch can absorb up to 101 points of damage from *magic missiles* before it melts and becomes useless.

Faint abjuration; CL 1st; Craft Wondrous Item, *shield*; Price 1,500 gp.

Broom of Flying: This broom is able to fly through the air as if affected by an *overland flight* spell (average maneuverability) for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed at 30 feet. In addition, the broom can travel alone to any

Table 7–29: Major Wondrous Items

d%	Item	Market Price
01	*Figurine of wondrous power, obsidian steed*	28,500 gp
02	*Drums of panic*	30,000 gp
03	*Ioun stone, orange*	30,000 gp
04	*Ioun stone, pale green prism*	30,000 gp
05	*Lantern of revealing*	30,000 gp
06	*Robe of blending*	30,000 gp
07	*Amulet of natural armor +4*	32,000 gp
08	*Amulet of proof against detection and location*	35,000 gp
09	*Carpet of flying,* 5 ft. by 10 ft.	35,000 gp
10	*Golem manual, iron*	35,000 gp
11	*Amulet of health +6*	36,000 gp
12	*Belt of giant strength +6*	36,000 gp
13	*Bracers of armor +6*	36,000 gp
14	*Cloak of Charisma +6*	36,000 gp
15	*Gloves of Dexterity +6*	36,000 gp
16	*Headband of intellect +6*	36,000 gp
17	*Ioun stone, vibrant purple prism*	36,000 gp
18	*Pearl of power, 6th-level spell*	36,000 gp
19	*Periapt of Wisdom +6*	36,000 gp
20	*Scarab of protection*	38,000 gp
21	*Ioun stone, lavender and green ellipsoid*	40,000 gp
22	*Ring gates*	40,000 gp
23	*Crystal ball*	42,000 gp
24	*Golem manual, greater stone*	44,000 gp
25	*Strand of prayer beads*	45,800 gp
26	*Orb of storms*	48,000 gp
27	*Boots of teleportation*	49,000 gp
28	*Bracers of armor +7*	49,000 gp
29	*Pearl of power, 7th-level spell*	49,000 gp
30	*Amulet of natural armor +5*	50,000 gp
31	*Cloak of displacement, major*	50,000 gp
32	*Crystal ball with see invisibility*	50,000 gp
33	*Horn of Valhalla*	50,000 gp
34	*Crystal ball with detect thoughts*	51,000 gp
35	*Amulet of mighty fists +3*	54,000 gp
36	*Wings of flying*	54,000 gp
37	*Cloak of etherealness*	55,000 gp
38	*Daern's instant fortress*	55,000 gp
39	*Manual of bodily health +2*	55,000 gp
40	*Manual of gainful exercise +2*	55,000 gp
41	*Manual of quickness in action +2*	55,000 gp
42	*Tome of clear thought +2*	55,000 gp
43	*Tome of leadership and influence +2*	55,000 gp
44	*Tome of understanding +2*	55,000 gp
45	*Eyes of charming*	56,000 gp
46	*Robe of stars*	58,000 gp
47	*Carpet of flying,* 10 ft. by 10 ft.	60,000 gp
48	*Darkskull*	60,000 gp
49	*Cube of force*	62,000 gp
50	*Bracers of armor +8*	64,000 gp
51	*Pearl of power, 8th-level spell*	64,000 gp
52	*Crystal ball with telepathy*	70,000 gp
53	*Horn of blasting, greater*	70,000 gp
54	*Pearl of power, two spells*	70,000 gp
55	*Helm of teleportation*	73,500 gp
56	*Gem of seeing*	75,000 gp
57	*Robe of the archmagi*	75,000 gp
58	*Mantle of faith*	76,000 gp
59	*Crystal ball with true seeing*	80,000 gp
60	*Pearl of power, 9th-level spell*	81,000 gp
61	*Well of many worlds*	82,000 gp
62	*Manual of bodily health +3*	82,500 gp
63	*Manual of gainful exercise +3*	82,500 gp
64	*Manual of quickness in action +3*	82,500 gp
65	*Tome of clear thought +3*	82,500 gp
66	*Tome of leadership and influence +3*	82,500 gp
67	*Tome of understanding +3*	82,500 gp
68	*Apparatus of Kwalish*	90,000 gp
69	*Mantle of spell resistance*	90,000 gp
70	*Mirror of opposition*	92,000 gp
71	*Strand of prayer beads, greater*	95,800 gp
72	*Amulet of mighty fists +4*	96,000 gp
73	*Eyes of petrification*	98,000 gp
74	*Bowl of commanding water elementals*	100,000 gp
75	*Brazier of commanding fire elementals*	100,000 gp
76	*Censer of controlling air elementals*	100,000 gp
77	*Stone of controlling earth elementals*	100,000 gp
78	*Manual of bodily health +4*	110,000 gp
79	*Manual of gainful exercise +4*	110,000 gp
80	*Manual of quickness in action +4*	110,000 gp
81	*Tome of clear thought +4*	110,000 gp
82	*Tome of leadership and influence +4*	110,000 gp
83	*Tome of understanding +4*	110,000 gp
84	*Amulet of the planes*	120,000 gp
85	*Robe of eyes*	120,000 gp
86	*Helm of brilliance*	125,000 gp
87	*Manual of bodily health +5*	137,500 gp
88	*Manual of gainful exercise +5*	137,500 gp
89	*Manual of quickness in action +5*	137,500 gp
90	*Tome of clear thought +5*	137,500 gp
91	*Tome of leadership and influence +5*	137,500 gp
92	*Tome of understanding +5*	137,500 gp
93	*Efreeti bottle*	145,000 gp
94	*Amulet of mighty fists +5*	150,000 gp
95	*Chaos diamond*	160,000 gp
96	*Cubic gate*	164,000 gp
97	*Iron flask*	170,000 gp
98	*Mirror of mental prowess*	175,000 gp
99	*Mirror of life trapping*	200,000 gp
100	Roll again	

destination named by the owner as long as he has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when he speaks the command word. The *broom of flying* has a speed of 40 feet when it has no rider.

Moderate transmutation; CL 9th; Craft Wondrous Item, *overland flight, permanency*; Price 17,000 gp; Weight 3 lb.

Candle of Invocation: Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual so doing if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 morale bonus on attack rolls, saving throws, and skill checks while within 30 feet of the flame.

A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time. He can even cast spells normally unavailable to him, as if he were of that higher level, but only so long as the candle continues to burn. Except in special cases (see below), a candle burns for 4 hours.

In addition, burning a candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*, creator must be same alignment as candle created; Price 8,400 gp; Weight 1/2 lb.

Candle of Truth: This white tallow candle, when burned, calls into place a *zone of truth* spell (Will DC 13 negates) in a 5-foot radius

centered on the candle. The zone lasts for 1 hour, as the candle burns. If the candle is snuffed before that time, the effect is canceled and the candle ruined.

Faint enchantment; CL 3rd; Craft Wondrous Item, *zone of truth*; Price 2,500 gp; Weight 1/2 lb.

Cape of the Mountebank: On command, this bright red and gold cape allows the wearer to use the magic of the *dimension door* spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.

Moderate conjuration; CL 9th; Craft Wondrous Item, *dimension door*; Price 10,080 gp; Weight 1 lb.

Carpet of Flying: This rug is able to fly through the air as if affected by an *overland flight* spell of unlimited duration. The size, carrying capacity, and speed of the different *carpets of flying* are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it—if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

Size	Capacity	Speed	Weight	Market Price
5 ft. by 5 ft.	200 lb.	40 ft.	8 lb.	20,000 gp
5 ft. by 10 ft.	400 lb.	40 ft.	15 lb.	35,000 gp
10 ft. by 10 ft.	800 lb.	40 ft.	10 lb.	60,000 gp

A *carpet of flying* can carry up to double its capacity, but doing so reduces its speed to 30 feet. It has average maneuverability, but a *carpet of flying* can still hover.

Moderate transmutation; CL 10th; Craft Wondrous Item, *overland flight, permanency*.

Censer of Controlling Air Elementals: This 6-inch-wide, 1-inch-high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and lit, summoning words spoken over it summon forth a Large air elemental. The summoning words require 1 full round to speak. In all ways the censer functions as the *summon monster VI* spell. If *incense of meditation* is burned within the censer, the air elemental is an elder air elemental instead (as if *summon monster IX* had just been cast). Only one elemental can be summoned at a time. A new elemental requires a new piece of incense, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain). See page 95 of the *Monster Manual* for details on air elementals.

Strong conjuration; CL 17th; Craft Wondrous Item, *summon monster VI, summon monster IX*; Price 100,000 gp; Weight 1 lb.

Chaos Diamond: This lustrous gemstone is uncut and about the size of a human fist. The gem grants its possessor the following powers:

- *Confusion, lesser*
- *Magic circle against law*
- *Word of chaos*
- *Cloak of chaos*

Each power is usable 1d4 times per day. (The DM rolls secretly each day for each power separately.)

A nonchaotic character who possesses a *chaos diamond* gains one negative level. Although this level never results in actual level loss, it remains as long as the diamond is in the character's possession and cannot be overcome in any way (including *restoration* spells).

Strong varied; CL 19th; Craft Wondrous Item, *cloak of chaos, magic circle against law, random action, word of chaos*, creator must be chaotic; Price 160,000 gp; Weight 1 lb.

Chime of Interruption: This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes. While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster can make a Concentration check (DC 15 + the spell's level).

Moderate evocation; CL 7th; Craft Wondrous Item, *shout*; Price 16,800 gp; Weight 1 lb.

Chime of Opening: A *chime of opening* is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A *chime of opening* also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a wizard of lower than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and *arcane locked*, it takes four uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. A brand-new chime can be used a total of ten times before it cracks and becomes useless.

Moderate transmutation; CL 11th; Craft Wondrous Item, *knock*; Price 3,000 gp; Weight 1 lb.

Circlet of Blasting, Minor: On command, this simple golden headband projects a blast of *searing light* (3d8 points of damage) once per day.

Faint evocation; CL 6th; Craft Wondrous Item, *searing light*; Price 6,480 gp.

Circlet of Blasting, Major: On command, this elaborate golden headband projects a blast of *searing light* (5d8 maximized for 40 points of damage) once per day.

Strong evocation; CL 17th; Craft Wondrous Item, Maximize Spell, *searing light*; Price 23,760 gp.

Circlet of Persuasion: This silver headband grants a +3 competence bonus on the wearer's Charisma-based checks.

Faint transmutation; CL 5th; Craft Wondrous Item, *eagle's splendor*; Price 4,500 gp.

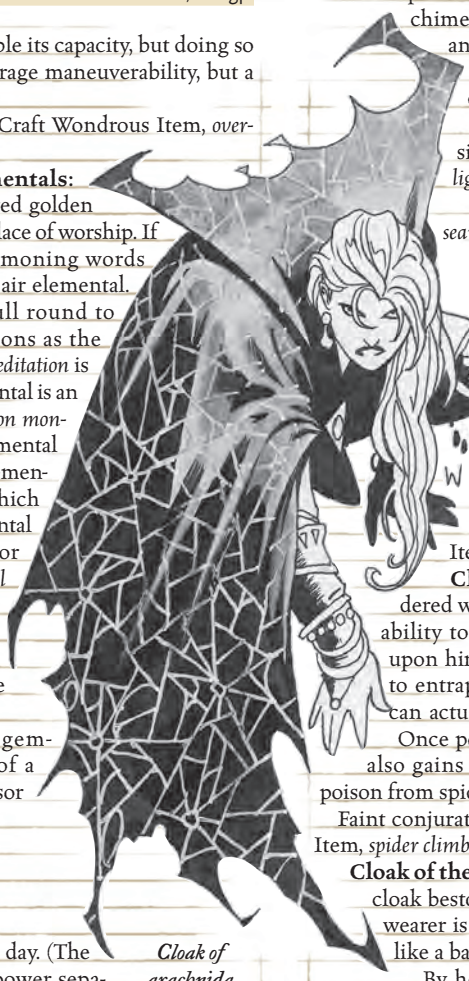
Cloak of Arachnida: This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon him. In addition, the cloak grants him immunity to entrapment by *web* spells or webs of any sort—he can actually move in webs at half his normal speed.

Once per day, the wearer of this cloak can cast *web*. He also gains a +2 luck bonus on all Fortitude saves against poison from spiders.

Faint conjuration and transmutation; CL 6th; Craft Wondrous Item, *spider climb, web*; Price 14,000 gp; Weight 1 lb.

Cloak of the Bat: Fashioned of dark brown or black cloth, this cloak bestows a +5 competence bonus on Hide checks. The wearer is also able to hang upside down from the ceiling, like a bat.

By holding the edges of the garment, the wearer is able to *fly* as per the spell. If he desires, the wearer can actually polymorph himself into an ordinary bat and fly accordingly. (All possessions worn or carried are part of the transformation.) Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying



Cloak of arachnida

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powers is usable for up to 7 minutes at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.

Moderate transmutation; CL 7th; Craft Wondrous Item, *fly, polymorph;* Price 26,000 gp; Weight 1 lb.

Cloak of Charisma: This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +2, +4, or +6 enhancement bonus to his Charisma score.

Moderate transmutation; CL 8th; Craft Wondrous Item, *eagle's splendor;* Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); Weight 2 lb.

Cloak of Displacement, Minor: This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. This displacement works similar to the *displacement* spell except that it only grants a 20% miss chance on attacks against the wearer. It functions continually.

Faint illusion; CL 3rd; Craft Wondrous Item, *displacement;* Price 24,000 gp; Weight 1 lb.

Cloak of Displacement, Major: This item appears to be a normal cloak, but on command its magical properties distort and warp light waves. This displacement works just like the *displacement* spell and lasts for a total of 15 rounds per day, which the wearer can divide up as he sees fit.

Moderate illusion; CL 7th; Craft Wondrous Item, Extend Spell, *displacement;* Price 50,000 gp; Weight 1 lb.

Cloak of Elvenkind: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +5 competence bonus on Hide checks.

Faint illusion; CL 3rd; Craft Wondrous Item, *invisibility,* creator must be an elf; Price 2,500 gp; Weight 1 lb.

Cloak of Etherealness: This silvery-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal (as the *ethereal jaunt* spell). The effect is dismissible. The cloak works for a total of up to 10 minutes per day. This duration need not be continuous.

Strong transmutation; CL 15th; Craft Wondrous Item, *ethereal jaunt;* Price 55,000 gp; Weight 1 lb.

Cloak of the Manta Ray: This cloak appears to be made of leather until the wearer enters salt water. At that time the *cloak of the manta ray* adheres to the individual, and he appears nearly identical to a manta ray (as the *polymorph* spell, except that it allows only manta ray form). He gains a +3 natural armor bonus, the ability to breathe underwater, and a swim speed of 60 feet, like a real manta ray.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage. This attack can be used in addition to any other attack the character has, using his highest melee attack bonus. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Moderate transmutation; CL 9th; Craft Wondrous Item, *polymorph, water breathing;* Price 7,200 gp; Weight 1 lb.

Cloak of Resistance: These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

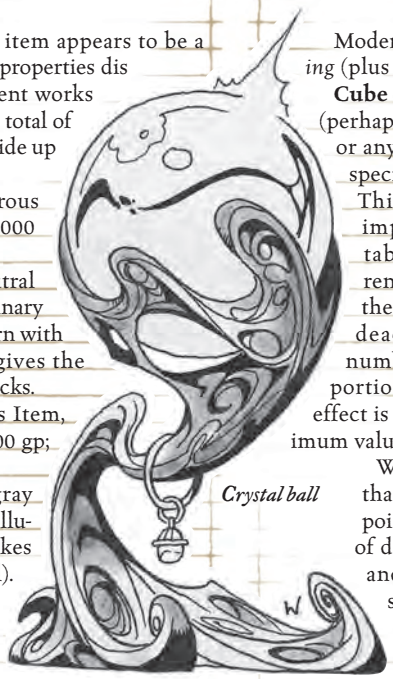
Faint abjuration; CL 5th; Craft Wondrous Item, *resistance,* creator's caster level must be at least three times the cloak's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

Crystal Ball: This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the spell *scrying* (Will DC 16 negates).

Certain *crystal balls* have additional powers that can be used through the *crystal ball* on the target viewed.

Crystal Ball Type	Market Price
Crystal ball	42,000 gp
Crystal ball with *see invisibility*	50,000 gp
Crystal ball with *detect thoughts (Will DC 13 negates)*	51,000 gp
Crystal ball with *telepathy**	70,000 gp
Crystal ball with *true seeing*	80,000 gp

* The viewer is able to send and receive silent mental messages with the person appearing in the crystal ball. Once per day the character may attempt to implant a *suggestion* (as the spell, Will DC 14 negates) as well.



Crystal ball

Moderate divination; CL 10th; Craft Wondrous Item, *scrying* (plus any additional spells put into item); Weight 7 lb.

Cube of Force: This device is about the size of a large die (perhaps 3/4 inch across) and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special *wall of force* 10 feet on a side around his person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device. Each effect costs a certain number of charges to maintain for every minute (or portion of a minute) it is in operation. Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table.

When the *cube of force* is active, attacks dealing more than 30 points of damage drain 1 charge for every 10 points of damage beyond 30 that they deal (40 points of damage drains 1 charge, 50 points drains 2 charges, and so forth). Spells that affect the integrity of the screen, such as *disintegrate* and *passwall,* also drain extra charges. These spells (given in the list below) cannot be cast into or out of the cube:

Cube Face	Charge Cost per Minute	Maximum Speed	Effect
1	1	30 ft.	Keeps out gases, wind, etc.
2	2	20 ft.	Keeps out nonliving matter
3	3	15 ft.	Keeps out living matter
4	4	10 ft.	Keeps out magic
5	6	10 ft.	Keeps out all things
6	0	As normal	Deactivates

Attack Form	Extra Charges
Horn of blasting	6
Wall of fire	2
Passwall	3
Disintegrate	6
Phase door	5
Prismatic spray	7

Moderate evocation; CL 10th; Craft Wondrous Item, *wall of force;* Price 62,000 gp.

Cube of Frost Resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all

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cold-based attacks (such as *ice storm*, *cone of cold*, and white dragon breath). However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a 10-round period, the cube is destroyed.

Faint abjuration; CL 5th; Craft Wondrous Item, *protection from energy*; Price 27,000 gp.

Cubic Gate: This item is fashioned from carnelian. Each of the six sides of the cube is keyed to a plane, one of which is the Material Plane. The character creating the item should choose the planes to which the other five sides are keyed. If such a cube is found as treasure, the DM can determine the planes accessed by the device in any manner he chooses.

If a side of the *cubic gate* is pressed once, it opens a *gate* to a random point on the plane keyed to that side. There is a 10% chance per minute that an outsider from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a second time closes the *gate*. It is impossible to open more than one *gate* at a time.

If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures in adjacent squares. (The other creatures may avoid this fate by succeeding on DC 23 Will saves).

Strong conjuration; CL 13th; Craft Wondrous Item, *plane shift*; Price 164,000 gp.

Daern's Instant Fortress: This metal cube is small, but when activated by speaking a command word it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress—even *knock* spells can't open the door.

The adamantine walls of *Daern's instant fortress* have 100 hit points and hardness 20. The fortress cannot be repaired except by a *wish* or a *miracle*, which restores 50 points of damage taken.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage (Reflex DC 19 half).

The fortress is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty.

Strong conjuration; CL 13th; Craft Wondrous Item, *Mordenkainen's magnificent mansion*; Price 55,000 gp.

Darkskull: This skull, carved from ebony, is wholly evil. Wherever the skull goes, the area around it is treated as though an *unhallow* spell had been cast with the skull as the touched point of origin (except that no additional spell effect is tied or fixed to the *darkskull*).

Moderate evocation [evil]; CL 9th; Craft Wondrous Item, *unhallow*, creator must be evil; Price 60,000 gp; Weight 5 lb.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity.

- "Stream" pours out 1 gallon per round.
- "Fountain" produces a 5-foot-long stream at 5 gallons per round.
- "Geyser" produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round.

The geyser effect causes considerable back pressure, requiring the holder to make a DC 12 Strength check to avoid being knocked down. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it.

Moderate transmutation; CL 9th; Craft Wondrous Item, *control water*; Price 9,000 gp; Weight 2 lb.

Deck of Illusions: This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of thirty-four cards. When a card is drawn at random and thrown to the ground, a *major image* of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are summarized on the following table. (Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

Playing Card	Tarot Card	Creature
Ace of hearts	IV. The Emperor	Red dragon
King of hearts	Knight of swords and four guards	Male human fighter
Queen of hearts	Queen of staves	Female human wizard
Jack of hearts	King of staves	Male human druid
Ten of hearts	VII. The Chariot	Cloud giant
Nine of hearts	Page of staves	Ettin
Eight of hearts	Ace of cups	Bugbear
Two of hearts	Five of staves	Goblin

Playing Card	Tarot Card	Creature
Ace of diamonds	III. The Empress	Beholder
King of diamonds	Two of cups	Male elf wizard and female apprentice
Queen of diamonds	Queen of swords (female)	Half-elf ranger
Jack of diamonds	XIV. Temperance	Harpy
Ten of diamonds	Seven of staves	Male half-orc barbarian
Nine of diamonds	Four of pentacles	Ogre mage
Eight of diamonds	Ace of pentacles	Gnoll
Two of diamonds	Six of pentacles	Kobold

Playing Card	Tarot Card	Creature
Ace of spades	II. The High Priestess	Lich
King of spades	Three of staves	Three male human clerics
Queen of spades	Four of cups	Medusa
Jack of spades	Knight of pentacles	Male dwarf paladin
Ten of spades	Seven of swords	Frost giant
Nine of spades	Three of swords	Troll
Eight of spades	Ace of swords	Hobgoblin
Two of spades	Five of cups	Goblin

Playing Card	Tarot Card	Creature
Ace of clubs	VIII. Strength	Iron golem
King of clubs	Page of pentacles	Three male halfling rogues
Queen of clubs	Ten of cups	Pixies
Jack of clubs	Nine of pentacles	Female half-elf bard
Ten of clubs	Nine of staves	Hill giant
Nine of clubs	King of swords	Ogre
Eight of clubs	Ace of staves	Orc
Two of clubs	Five of cups	Kobold

Playing Card	Tarot Card	Creature
Joker	Two of pentacles	Illusion of deck's owner
Joker	Two of staves	Illusion of deck's owner (sex reversed)

A randomly generated deck is usually complete (11–100 on d%), but may be discovered (01–10) with 1d20 of its cards missing. If cards are missing, reduce the price by a corresponding amount.

Faint illusion; CL 6th; Craft Wondrous Item, *major image*; Price 8,100 gp; Weight 1/2 lb.

Dimensional Shackles: These shackles have golden runes traced across their cold iron surface. Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon him (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.

Moderate abjuration; CL 11th; Craft Wondrous Item, *dimensional anchor*; Price 28,000 gp; Weight 5 lb.

Drums of Panic: These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a 20-foot-radius safe zone around the drums) are affected as by a *fear* spell (Will DC 16 partial). *Drums of panic* can be used once per day.

Moderate necromancy; CL 7th; Craft Wondrous Item, *fear*; Price 30,000 gp; Weight 10 lb. for the pair.

Dust of Appearance: This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10-foot radius, making them visible even if they are invisible. It likewise negates the effects of *blur* and *displacement*. (In this, it works just like the *faerie fire* spell). The dust also reveals figments, *mirror images*, and *projected images* for what they are. A creature coated with the dust takes a –30 penalty on its Hide checks. The dust's effect lasts for 5 minutes.

Dust of appearance is typically stored in small silk packets or hollow bone tubes.

Faint conjuration; CL 5th; Craft Wondrous Item, *glitterdust*; Price 1,800 gp.

Dust of Disappearance: This dust looks just like *dust of appearance* and is typically stored in the same manner. A creature or object touched by it becomes invisible (as *greater invisibility*). Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including *see invisibility* or *invisibility purge*. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*. Other factors, such as sound and smell, also allow possible detection.

The *greater invisibility* bestowed by the dust lasts for 2d6 rounds. The invisible creature doesn't know when the duration will end.

Moderate illusion; CL 7th; Craft Wondrous Item, *greater invisibility*; Price 3,500 gp.

Dust of Dryness: This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against an elemental with the water subtype, the creature must make a DC 18 Fortitude save or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds.

Moderate transmutation; CL 11th; Craft Wondrous Item, *control water*; Price 850 gp.

Dust of Illusion: This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put *dust of illusion* on a creature, and that creature is affected as if by a *disguise self* glamer, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a DC 11 Reflex save to avoid the dust. The glamer lasts for 2 hours.

Faint illusion; CL 6th; Craft Wondrous Item, *disguise self*; Price 1,200 gp.

Dust of Tracelessness: This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions. Tossing a handful of this dust into the air causes a chamber of up to 100 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for 250 feet back into the distance. The results of the dust are instantaneous, and no magical aura lingers afterward from this use of the dust. Survival checks made to track a quarry across an area affected by this dust have a DC 20 higher than normal.

Faint transmutation; CL 3rd; Craft Wondrous Item, *pass without trace*; Price 250 gp.

Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly. There is a 10% chance (01–10 on d%) that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance (91–100) that the efreeti of the bottle grants three *wishes*. In either case, the efreeti afterward disappears forever. The other 80% of the time (11–90), the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as he commands. (See page 115 of the *Monster Manual* for efreeti statistics.) Roll each day the bottle is opened for that day's effect.

Strong conjuration; CL 14th; Craft Wondrous Item, *summon monster VII*; Price 145,000 gp; Weight 1 lb.

Elemental Gem: This gem contains a conjuration spell attuned to a specific Elemental Plane (Air, Earth, Fire, or Water). When the gem is crushed, smashed, or broken (a standard action), a Large elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. *Air elemental gems* are transparent, *earth elemental gems* are light brown, *fire elemental gems* are reddish orange, and *water elemental gems* are blue-green.

Moderate conjuration; CL 11th; Craft Wondrous Item, *summon nature's ally V*; Price 2,250 gp.

Elixir of Fire Breath: This strange elixir bestows upon the drinker the ability to spit gouts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.

Moderate evocation; CL 11th; Craft Wondrous Item, *scorching ray*; Price 1,100 gp.

Elixir of Hiding: A character drinking this liquid gains an intuitive ability to hide (+10 competence bonus on Hide checks for 1 hour).

Faint illusion; CL 5th; Craft Wondrous Item, *invisibility*; Price 250 gp.

Elixir of Love: This sweet-tasting liquid causes the character drinking it to become *charmed* with the first creature he sees after consuming the draft (as *charm person*—the drinker must be a humanoid of Medium or smaller size, Will DC 14 negates). The *charm* effects wear off in 1d3 hours.

Faint transmutation; CL 4th; Craft Wondrous Item, *charm person*; Price 150 gp.

Elixir of Sneaking: This draught of liquid grants the drinker the ability to walk softly and dampens sound around him, granting a +10 competence bonus on Move Silently checks for 1 hour.

Faint illusion; CL 5th; Craft Wondrous Item, *silence*; Price 250 gp.

Elixir of Swimming: This elixir bestows swimming ability. An almost imperceptible magic sheath surrounds the drinker, allowing him to glide through the water easily (+10 competence bonus on Swim checks for 1 hour).

Faint illusion; CL 2nd; Craft Wondrous Item, creator must have 5 ranks in the Swim skill; Price 250 gp.

Elixir of Truth: This elixir forces the individual drinking it to say nothing but the truth for 10 minutes (Will DC 13 negates). He is compelled to answer any questions put to him in that time, but with each question he is free to make a separate DC 13 Will save. If one of these secondary saves is successful, he doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question. No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

Faint enchantment; CL 5th; Craft Wondrous Item, *zone of truth*; Price 500 gp.

Elixir of Vision: Drinking this elixir grants the imbiber the ability to notice acute details with great accuracy (+10 competence bonus on Search checks for 1 hour).

Faint divination; CL 2nd; Craft Wondrous Item, *true seeing*; Price 250 gp.

Eversmoking Bottle: This metal urn is identical in appearance to an *efreeti bottle*, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50-foot spread in 1 round. If the bottle is left unstoppered, the smoke billows out another 10 feet per round until it has covered a 100-foot radius. This area remains smoke-filled until the *eversmoking bottle* is stoppered. The bottle must be resealed by a command word, after which the smoke dissipates normally. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

Faint transmutation; CL 3rd; Craft Wondrous Item, *pyrotechnics*; Price 5,400 gp; Weight 1 lb.

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to use *charm person* (one target per round) merely by meeting a target's gaze. Those failing a DC 16 Will save are *charmed* as per the spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10.

Moderate enchantment; CL 7th; Craft Wondrous Item, Heighten Spell, *charm person*; Price 56,000 gp for a pair.

Eyes of Doom: These crystal lenses fit over the user's eyes, enabling him to cast *doom* upon those around him (one target per round) as a gaze attack, except that the wearer must take a standard action, and those merely looking at the wearer are not affected. Those failing a DC 11 Will save are affected as by the *doom* spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10. However, if the wearer has both lenses, he gains the additional power of a continual *deathwatch* effect and can use *fear* (Will DC 16 partial) as a normal gaze attack once per week.

Moderate necromancy; CL 11th; Craft Wondrous Item, *doom*, *deathwatch*, *fear*; Price 25,000 gp.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 competence bonus on Spot checks. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as he covers his other eye. Of course, he can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness.

Faint divination; CL 3rd; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 2,500 gp.

Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. They allow him to use a petrification gaze attack (Fortitude DC 19 negates), such as that of a basilisk, for 10 rounds per day (see page 24 of the *Monster Manual* for details on the basilisk's gaze attack). Both lenses must be worn for the magic to be effective.

Moderate transmutation; CL 11th; Craft Wondrous Item, *flesh to stone*; Price 98,000 gp.

Figurines of Wondrous Power: Each of the several kinds of *figurines of wondrous power* appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Bronze Griffon: When animated, a *bronze griffon* acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the *bronze griffon* once again becomes a tiny statuette.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp.

Ebony Fly: When animated, an *ebony fly* is the size of a pony and has all the statistics of a hippogriff (Hit Dice, AC, carrying capacity, speed, and so on; see page 152 of the *Monster Manual*) but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the *ebony fly* again becomes a tiny statuette.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp.

Golden Lions: These figurines come in pairs. They become normal adult male lions (see page 274 of the *Monster Manual*). If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 16,500 gp.

Ivory Goats: These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

- *The Goat of Traveling:* This statuette provides a speedy and enduring mount equal to that of a heavy horse (see page 273 of the *Monster Manual*) in every way except appearance. The goat can travel for a maximum of one day each week—continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.
- *The Goat of Travail:* This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare (see page 194 of the *Monster Manual*) except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4 for each horn). If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round). It can be called to life just once per month for up to 12 hours at a time.
- *The Goat of Terror:* When called upon with the proper command word, this statuette becomes a destrierlike mount, with the statistics of a light warhorse (see page 274 of the *Monster Manual*). However, its rider can employ the goat's horns as weapons (one horn as a *+3 heavy lance*, the other as a *+5 longsword*). When ridden in an attack against an opponent, the *goat of terror* radiates *fear* as the spell in a 30-foot radius (Will DC 16 partial). It can be used once every two weeks for up to 3 hours per use.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 21,000 gp.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a *marble elephant* grows to the size and specifications of a true elephant (see page 272 of the *Monster Manual*). The animal

created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant.

The statuette can be used four times per month for up to 24 hours at a time.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 17,000 gp.

Obsidian Steed: This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a fantastic mount. Treat it as a heavy warhorse (see page 273 of the *Monster Manual*) with the following additional powers usable once per round at will: *fly, plane shift,* and *ethereal jaunt.* The steed allows itself to be ridden, but if the rider is of good alignment, the steed is 10% likely per use to carry him to the lower planes and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an *obsidian steed* becomes ethereal or *plane shifts,* its rider and his gear follow suit. Thus, the user can travel to other planes via this means.

Strong conjuration and transmutation; CL 15th; Craft Wondrous Item, *animate objects, etherealness, fly, plane shift*; Price 28,500 gp.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a riding dog (see page 272 of the *Monster Manual*), except that it is endowed with an Intelligence of 8, can communicate in Common, and has exceptional olfactory and visual abilities. (It has the scent ability and adds +4 to its Spot and Search checks.) It has 60-foot darkvision, and it can *see invisibility.* An *onyx dog* can be used once per week for up to 6 hours. It obeys only its owner.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 15,500 gp.

Serpentine Owl: This figurine becomes either a normal-sized horned owl or a giant owl (see page 277 or 205 of the *Monster Manual,* respectively), according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl communicates with its owner by telepathic means, informing him of all it sees and hears. (Remember the limitations of its Intelligence.)

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 9,100 gp.

Silver Raven: This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it hardness 10). Another command sends it off into the air, bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its nonfigurine status for only 24 hours per week, but the duration need not be continuous.

Faint enchantment and transmutation; CL 6th; Craft Wondrous Item, *animal messenger, animate objects*; Price 3,800 gp.

Gauntlets of Ogre Power: These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, adding a +2 enhancement bonus to his Strength score. Both gauntlets must be worn for the magic to be effective.

Faint transmutation; CL 6th; Craft Wondrous Item, *bull's strength*; Price 4,000 gp; Weight 4 lb.

Gauntlet of Rust: This single metal gauntlet looks rusted and pitted but is actually quite powerful. Once per day, it can affect an object as with the *rusting grasp* spell. It also completely protects the wearer and his gear from rust (magical or otherwise), including the attack of a rust monster.

Moderate transmutation; CL 7th; Craft Wondrous Item, *rusting grasp*; Price 11,500 gp; Weight 2 lb.

Gem of Brightness: This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts.

- One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges.
- Another command word causes the *gem of brightness* to send out a bright ray 1 foot in diameter and 50 feet long. This strikes as a ranged touch attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a DC 14 Fortitude save. This use of the gem expends 1 charge.
- The third command word causes the gem to flare in a blinding flash of light that fills a 30-foot cone. Although this glare lasts but a moment, any creature within the cone must make a DC 14 Fortitude save or be blinded for 1d4 rounds. This use expends 5 charges.

A newly created *gem of brightness* has 50 charges. When all its charges are expended, the gem becomes nonmagical.

Faint evocation; CL 6th; Craft Wondrous Item, *daylight*; Price 13,000 gp.

Gem of Seeing: This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a *gem of seeing* enables the user to see as though he were affected by the *true seeing* spell. A *gem of seeing* can be used for as much as 30 minutes a day, divided up into periods of minutes or rounds as the user sees fit.

Moderate divination; CL 10th; Craft Wondrous Item, *true seeing*; Price 75,000 gp.

Gloves of Arrow Snaring: Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. Twice per day, the wearer can act as if he had the Snatch Arrows feat, even if he does not meet the prerequisites for it. Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic.

Faint abjuration; CL 3rd; Craft Wondrous Item, *shield*; Price 4,000 gp.

Gloves of Dexterity: These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's Dexterity score in the form of an enhancement bonus of +2, +4, or +6. Both gloves must be worn for the magic to be effective.

Moderate transmutation; CL 8th; Craft Wondrous Item, *cat's grace*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Glove of Storing: This device is a simple leather glove. On command, one item held in the hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. While stored, the item has negligible weight. With a snap of the fingers wearing the glove, the item reappears. A glove can only store one item at a time. Storing or retrieving the item is a free action. The item is held in stasis and shrunk down so small within the palm of the glove that it cannot be seen. Many owners of a *glove of storing* find it to be a useful and dramatic way to store weapons, wands, and—because the item is stored in stasis—even lit torches. Spell durations are not suppressed, but continue to expire. If an effect is suppressed or dispelled, the stored item appears instantly.

Faint transmutation; CL 6th; Craft Wondrous Item, *shrink item*; Price 10,000 gp (one glove).

Gloves of Swimming and Climbing: These apparently normal lightweight gloves grant a +5 competence bonus on Swim checks and Climb checks. Both gloves must be worn for the magic to be effective.

Faint transmutation; CL 5th; Craft Wondrous Item, *bull's strength, cat's grace*; Price 6,250 gp.

Goggles of Minute Seeing: The lenses of this item are made of special crystal. When placed over the eyes of the wearer, the lenses enable to see much better than normal at distances of 1 foot or less, granting his a +5 competence bonus on Search checks to find

secret doors, traps, and similar concealed objects. Both lenses must be worn for the magic to be effective.

Faint divination; CL 3rd; Craft Wondrous Item, *true seeing*; Price 1,250 gp.

Goggles of Night: The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him 60-foot darkvision. Both lenses must be worn for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *darkvision*; Price 12,000 gp.

Golem Manual: A *golem manual* contains information, incantations and magical power that help a character to craft a golem (see page 134 of the *Monster Manual*). The instructions therein grant a +5 competence bonus on skill checks made to craft the golem's body. Each manual also holds the prerequisite spells needed for a specific golem, effectively grants the builder use of the Craft Construct feat (see page 303 of the *Monster Manual*) during the construction of the golem, and grants the character an increase to his caster level for the purpose of crafting a golem. Any golem built using a *golem manual* does not cost the creator any XP, since the requisite XP are "contained" in the book and "expended" by the book during the creation process.

The spells included in a *golem manual* require a spell trigger activation and can be activated only to assist in the construction of a golem. The cost of the book does not include the cost of constructing the golem's body. Once the golem is finished, the writing in the manual fades and the book is consumed in flames. When the book's ashes are sprinkled upon the golem, it becomes fully animated.

Clay Golem Manual: The book contains *animate objects, bless, commune,* and *resurrection*. The reader may treat his caster level as two levels higher than normal for the purpose of crafting a clay golem. The book supplies 1,540 XP for the creation of a clay golem.

Moderate conjuration, divination, enchantment, and transmutation; CL 11th; Craft Construct, creator must be caster level 11th, *animate objects, commune, resurrection*; Price 12,000 gp; Cost 2,150 gp + 1,712 XP; Weight 5 lb.

Flesh Golem Manual: The book contains *animate dead, bull's strength, geas/quest,* and *limited wish*. The reader may treat his caster level as one level higher than normal for the purpose of crafting a flesh golem. The book supplies 780 XP for the creation of a flesh golem.

Moderate enchantment, necromancy [evil], and transmutation; CL 8th; Craft Construct, creator must be caster level 8th, *animate dead, bull's strength, geas/quest, limited wish*; Price 8,000 gp; Cost 2,050 gp + 944 XP; Weight 5 lb.

Iron Golem Manual: The book contains *cloudkill, geas/quest, limited wish,* and *polymorph any object*. The reader may treat his caster level as four levels higher than normal for the purpose of crafting a iron golem. The book supplies 5,600 XP for the creation of a iron golem.

Strong conjuration, enchantment and transmutation; CL 16th; Craft Construct, creator must be caster level 16th, *cloudkill, geas/quest, limited wish, polymorph any object*; Price 35,000 gp; Cost 3,500 gp + 5,880 XP; Weight 5 lb.

Stone Golem Manual: The book contains *geas/quest, limited wish, polymorph any object,* and *slow*. The reader may treat his caster level as three levels higher than normal for the purpose of crafting a stone golem. The book supplies 3,400 XP for the creation of a stone golem.

Strong abjuration and enchantment; CL 14th; Craft Construct, creator must be caster level 14th, *antimagic field, geas/quest, symbol of stunning*; Price 22,000 gp; Cost 2,500 gp + 3,600 XP; Weight 5 lb.

Stone Golem Manual, Greater: The book contains *geas/quest, limited wish, polymorph any object,* and *slow*. The reader may treat his caster level as three levels higher than normal for the purpose of crafting a stone golem. The book supplies 7,640 XP for the creation of a greater stone golem.

Strong abjuration and enchantment; CL 16th; Craft Construct, creator must be caster level 16th, *antimagic field, geas/quest, symbol of stunning*; Price 44,000 gp; Cost 2,900 gp + 7,872 XP; Weight 5 lb.

Hand of Glory: This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it himself, and it does not count against his two-ring limit. The hand can wear only one ring at a time.

Even without a ring, the hand itself allows its wearer to use *daylight* and *see invisibility* each once per day.

Faint varied; CL 5th; Craft Wondrous Item, *animate dead, daylight, detect invisibility*; Price 8,000 gp; Weight 2 lb.

Hand of the Mage: This mummified elf hand hangs by a golden chain around a character's neck (taking up space as a magic necklace would). It allows the wearer to utilize the spell *mage hand* at will.

Faint transmutation; CL 2nd; Craft Wondrous Item, *mage hand*; Price 900 gp; Weight 2 lb.

Harp of Charming: This instrument is a golden, intricately carved harp. When played, it enables the performer to work one *suggestion* (as the spell, Will DC 14 negates) into the music for each 10 minutes of playing if he can succeed on a DC 14 Perform (string instruments) check. If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours.

Faint enchantment; CL 5th; Craft Wondrous Item, *suggestion*; Price 7,500 gp; Weight 5 lb.

Hat of Disguise: This apparently normal hat allows its wearer to alter his appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.

Faint illusion; CL 1st; Craft Wondrous Item, *disguise self*; Price 1,800 gp.

Headband of Intellect: This device is a light cord with a small gem set so that it rests upon the forehead of the wearer. The headband adds to the wearer's Intelligence score in the form of an enhancement bonus of +2, +4, or +6. This enhancement bonus does not earn the wearer extra skill points when a new level is attained; use the unenhanced Intelligence bonus to determine skill points.

Moderate transmutation; CL 8th; Craft Wondrous Item, *fox's cunning*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Helm of Brilliance: This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with large magic gems: ten diamonds, twenty rubies, thirty fire opals, and forty opals. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crownlike, gem-tipped spikes. The jewels' functions are as follows:

- Diamond: *Prismatic spray* (save DC 20)
- Ruby: *Wall of fire*
- Fire opal: *Fireball* (10d6, Reflex DC 20 half)
- Opal: *Daylight*

The helm may be used once per round, but each gem can perform its spell-like power just once. Until all its jewels are depleted, a *helm of brilliance* also has the following magical properties when activated.

- It emanates a bluish light when undead are within 30 feet. This light causes 1d6 points of damage per round to all such creatures within that range.
- The wearer may command any weapon he wields to become a flaming weapon (see page 224). This is in addition to whatever abilities the weapon may already have (unless the weapon

already is a flaming weapon). The command takes 1 round to take effect.

- The helm provides resistance to fire 30. This protection does not stack with similar protection from other sources, such as *resist energy*.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional DC 15 Will save, the remaining gems on the helm overload and detonate. Remaining diamonds become *prismatic sprays* that each randomly target a creature within range (possibly the wearer), rubies become straight-line *walls of fire* extending outward in a random direction from the helm wearer, and fire opals become *fireballs* centered on the helm wearer. The opals and the helm itself are destroyed.

Strong varied; CL 13th; Craft Wondrous Item, *detect undead, fireball, flame blade, light, prismatic spray, protection from energy, wall of fire*; Price 125,000 gp; Weight 3 lb.

Helm of Comprehend Languages and Read Magic: Appearing as a normal helmet, a *helm of comprehend languages and read magic* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer gains a +5 competence bonus on Decipher Script checks to understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use.

Faint divination; CL 4th; Craft Wondrous Item, *comprehend languages, read magic*; Price 5,200 gp; Weight 3 lb.

Helm of Telepathy: The wearer can use *detect thoughts* at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a *suggestion* (as the spell, Will DC 14 negates) along with his telepathic message.

Faint divination and enchantment; CL 5th; Craft Wondrous Item, *detect thoughts, suggestion*; Price 27,000 gp; Weight 3 lb.

Helm of brilliance

Helm of Teleportation: A character wearing this device may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 73,500 gp; Weight 3 lb.

Helm of Underwater Action: The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing him to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling him to breathe freely.

Faint transmutation; CL 5th; Craft Wondrous Item, *water breathing*; Price 57,000 gp; Weight 3 lb.

Heward's Handy Haversack: A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Moderate conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*; Price 2,000 gp; Weight 5 lb.

Horn of Blasting: This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 5d6 points of sonic damage to creatures within a 40-foot cone and causes them to be deafened for 2d6 rounds (a DC 16 Fortitude save reduces the damage by half and negates the deafening). Crystalline objects take 7d6 points of sonic damage, with no save unless they're held, worn, or carried by creatures (Will DC 16 negates).

If a *horn of blasting* is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of damage to the person sounding it.

Moderate evocation; CL 7th; Craft Wondrous Item, *shout*; Price 20,000 gp; Weight 1 lb.

Horn of Blasting, Greater: This horn functions as a *horn of blasting*, except that it deals 10d6 points of sonic damage, stuns creatures for 1 round, and deafens them for 4d6 rounds (a DC 19 Fortitude reduces the damage by half and negates the stunning and deafening). Crystalline objects take 16d6 points of sonic damage as described for the *horn of blasting*. A *greater horn of blasting* also has a 20% cumulative chance of exploding.

Strong evocation; CL 16th; Craft Wondrous Item, *greater shout*; Price 70,000 gp; Weight 1 lb.

Horn of Fog: This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an *obscuring mist* spell. The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; fog clouds travel 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghornlike noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Faint conjuration; CL 3rd; Craft Wondrous Item, *obscuring mist*; Price 2,000 gp; Weight 1 lb.

Horn of Goodness/Evil: This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a *magic circle against evil*. If he is evil, then blowing the horn has the effect of a *magic circle against good*. In either case, this ward lasts for 1 hour. The horn can be blown once per day.

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Faint abjuration; CL 6th; Craft Wondrous Item, *magic circle against good, magic circle against evil*; Price 6,500 gp; Weight 1 lb.

Horn of the Tritons: This device is a conch shell that can be blown once per day except by a triton (see page 245 of the *Monster Manual*), which can sound it three times per day. A *horn of the tritons* can perform any one of the following functions when blown.

- Calm rough waters in a 1-mile radius. This effect dispels a summoned water elemental if it fails a DC 16 Will save.
- Attract 5d4 Large sharks (01–30 on d%), 5d6 Medium sharks (31–80), or 1d10 sea cats (81–100) if the character is in a body of water in which such creatures dwell. The creatures are friendly and obey, to the best of their ability, the one who sounded the horn.
- Causes aquatic creatures with Intelligence scores of 1 or 2 within 500 feet to become panicked as if they had been targeted by a *fear* spell (Will DC 16 partial). Those who successfully save are shaken for 3d6 rounds.

Any sounding of a *horn of the tritons* can be heard by all tritons within a 3-mile radius.

Moderate conjuration and transmutation; CL 8th; Craft Wondrous Item, *fear, summon monster V, control water*, creator must be a triton or get construction aid from a triton; Price 15,100 gp; Weight 2 lb.

Horn of Valhalla: This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% and refer to the table below to see what type of horn is found. The horn's type determines what barbarians are summoned and what prerequisite is needed to use the horn. Any character who uses a *horn of Valhalla* but doesn't have the prerequisite is attacked by the barbarians he himself summoned.

d%	Type of Horn	Barbarians Summoned	Prerequisite
01–40	Silver	2d4+2, 2nd level	None
41–75	Brass	2d4+1, 3rd level	Spellcaster level 1st
76–90	Bronze	2d4, 4th level	Proficiency with all martial weapons or bardic music ability
91–100	Iron	1d4+1, 5th level	Proficiency with all martial weapons or bardic music ability

Summoned barbarians are constructs, not actual people (though they seem to be); they arrive with the starting equipment for barbarians given on page 26 of the *Player's Handbook*. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*; Price 50,000 gp; Weight 2 lb.

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they increase the animal's base land speed by 30 feet; this counts as an enhancement bonus. As with other effects that increase speed, jumping distances increase proportionally. All four shoes must be worn by the same animal for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *haste*; Price 3,000 gp; Weight 12 lb. (for four).

Horseshoes of a Zephyr: These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces, such as water or lava, can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal base land speed. All four shoes must be worn by the same animal for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *levitate*; Price 6,000 gp; Weight 4 lb. (for four).

Incense of Meditation: This small rectangular block of sweet-smelling incense is visually indistinguishable from nonmagical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by anyone making a DC 15 Spellcraft check.

When a divine spellcaster lights a block of *incense of meditation* and then spends 8 hours praying and meditating nearby, the incense enables him to prepare all his spells as though affected by the Maximize Spell feat. However, all the spells prepared in this way are at their normal level, not at three levels higher (as with the regular metamagic feat).

Each block of incense burns for 8 hours, and the effects persist for 24 hours.

Moderate enchantment; CL 7th; Craft Wondrous Item, Maximize Spell, *bless*; Price 4,900 gp; Weight 1 lb.

Ioun Stones: These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, he must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from his head. Thereafter, a stone must be grasped or netted to separate it from its

Color	Shape	Effect	Market Price
Clear	Spindle	Sustains creature without food or water	4,000 gp
Dusty rose	Prism	+1 insight bonus to AC	5,000 gp
Deep red	Sphere	+2 enhancement bonus to Dexterity	8,000 gp
Incandescent blue	Sphere	+2 enhancement bonus to Wisdom	8,000 gp
Pale blue	Rhomboid	+2 enhancement bonus to Strength	8,000 gp
Pink	Rhomboid	+2 enhancement bonus to Constitution	8,000 gp
Pink and green	Sphere	+2 enhancement bonus to Charisma	8,000 gp
Scarlet and blue	Sphere	+2 enhancement bonus to Intelligence	8,000 gp
Dark blue	Rhomboid	Alertness (as the feat)	10,000 gp
Vibrant purple	Prism	Stores three levels of spells, as a *ring of spell storing*	36,000 gp
Iridescent	Spindle	Sustains creature without air	18,000 gp
Pale lavender	Ellipsoid	Absorbs spells of 4th level or lower[1]	20,000 gp
Pearly white	Spindle	Regenerate 1 point of damage per hour	20,000 gp
Pale green	Prism	+1 competence bonus on attack rolls, saves, skill checks, and ability checks	30,000 gp
Orange	Prism	+1 caster level	30,000 gp
Lavender and green	Ellipsoid	Absorbs spells of 8th level or lower[2]	40,000 gp

1 After absorbing twenty spell levels, the stone burns out and turns to dull gray, forever useless.
2 After absorbing fifty spell levels, the stone burns out and turns dull gray, forever useless.

owner. The owner may voluntarily seize and stow a stone (to keep it safe while he is sleeping, for example), but he loses the benefits of the stone during that time. *Ioun stones* have AC 24, 10 hit points, and hardness 5.

Regeneration from the pearly white *ioun stone* works like a *ring of regeneration*. (It only cures damage taken while the character is using the stone.) The pale lavender and lavender and green stones work like a *rod of absorption*, but absorbing a spell requires a readied action, and these stones cannot be used to empower spells. Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone (see *ring of minor spell storing*, page 233).

Moderate varied; CL 12th; Craft Wondrous Item, creator must be 12th level.

Iron Bands of Bilarro: When initially discovered, this very potent item appears to be a 3-inch-diameter rusty iron sphere with bandings on the globe.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and then contract to bind the target creature on a successful ranged touch attack. A single Large or smaller creature can be captured thus and held immobile until the command word is spoken to bring the bands into spherical form again. The creature can break (and ruin) the bands with a DC 30 Strength check or escape them with a DC 30 Escape Artist check. *Iron bands of Bilarro* are usable once per day.

Ioun stones

Strong evocation; CL 13th; Craft Wondrous Item, *Bigby's grasping hand*; Price 26,000 gp; Weight 1 lb.

Iron Flask: These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails a DC 19 Will save. The range of this effect is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.

The command word can be given only once per day.

If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its natural inclinations. (It usually attacks the user, unless it perceives a good reason not to.) Any attempt to force the same creature into the flask a second time provides it a +2 bonus on its saving throw and makes it hostile. A newly discovered bottle might contain any of the following:

d%	Contents	d%	Contents
01–50	Empty	89	Demon (glabrezu)
51–54	Large air elemental	90	Demon (succubus)
55–58	Arrowhawk	91	Devil (osyluth)
59–62	Large earth elemental	92	Devil (barbazu)
63–66	Xorn	93	Devil (erinyes)
67–70	Large fire elemental	94	Devil (cornugon)
71–74	Salamander	95	Celestial (avoral)
75–78	Large water elemental	96	Celestial (ghaele)
79–82	Adult tojanida	97	Formian myrmarch
83–84	Red slaad	98	Blue slaad
85–86	Formian taskmaster	99	Rakshasa
87	Demon (vrock)	100	Demon (balor) or devil (pit fiend)—equal chance for either
88	Demon (hezrou)		

Strong conjuration; CL 20th; Craft Wondrous Item, *trap the soul*; Price 170,000 gp (empty); Weight 1 lb.

Keoghtom's Ointment: A jar of this unguent is 3 inches in diameter and 1 inch deep and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison*). Applied to a diseased area, it removes disease (as *remove disease*). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as *cure light wounds*).

Faint conjuration; CL 5th; Craft Wondrous Item, *cure light wounds*, *neutralize poison*, *remove disease*; Price 4,000 gp; Weight 1/2 lb.

Lantern of Revealing: This lantern operates as a normal hooded lantern. While it is lit, it also reveals all invisible creatures and objects within 25 feet of it, just like the spell *invisibility purge*.

Faint evocation; CL 5th; Craft Wondrous Item, *invisibility purge*; Price 30,000 gp; Weight 2 lb.

Lens of Detection: This circular prism enables its user to detect minute details, granting a +5 bonus on Search checks. It also aids in following tracks, adding a +5 bonus on Survival checks when tracking. The lens is about 6 inches in diameter and set in a frame with a handle.

Moderate divination; CL 9th; Craft Wondrous Item, *true seeing*; Price 3,500 gp; Weight 1 lb.

Lyre of Building: If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet. This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 30 minutes.

The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days. Each hour after the first, a character playing the lyre must make a DC 18 Perform (string instruments) check. If it fails, he must stop and cannot play the lyre again for this purpose until a week has passed.

Faint transmutation; CL 6th; Craft Wondrous Item, *fabricate*; Price 13,000 gp; Weight 5 lb.

Mantle of Faith: This holy garment, worn over normal clothing, grants damage reduction 5/evil to the character wearing it.

Strong abjuration [good]; CL 20th; Craft Wondrous Item, *stoneskin*; Price 76,000 gp.

Mantle of Spell Resistance: This garment, worn over normal clothing or armor, grants the wearer spell resistance 21.

Moderate abjuration; CL 9th; Craft Wondrous Item, *spell resistance*; Price 90,000 gp.

Manual of Bodily Health: This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Constitution score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

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Manual of Gainful Exercise: This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Manual of Quickness of Action: This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Mask of the Skull: This ivory mask has been fashioned into the likeness of a human skull. Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer's face. It travels up to 50 feet away from the wearer and attacks a target assigned to it. The grinning skull mask makes a touch attack against the target based on the wearer's base attack bonus. If the attack succeeds, the target must make a DC 20 Fortitude save or be struck dead, as if affected by a *finger of death* spell. If the target succeeds on his saving throw, he nevertheless takes 3d6+13 points of damage. After attacking (whether successful or not), the mask flies back to its user. The mask has AC 16, 10 hit points, and hardness 6.

Strong necromancy and transmutation; CL 13th; Craft Wondrous Item, *animate objects*, *finger of death*, *fly*; Price 22,000 gp; Weight 3 lb.

Mattock of the Titans: This digging tool is 10 feet long. Any creature of at least Huge size can use it to loosen or tumble earth or earthen ramparts (a 10-foot cube every 10 minutes). It also smashes rock (a 10-foot cube per hour). If used as a weapon, it is the equivalent of a Gargantuan *+3 adamantine warhammer*, dealing 4d6 points of base damage.

Strong transmutation; CL 16th; Craft Wondrous Item, Craft Magic Arms and Armor, *move earth*; Price 23,348 gp; Cost 13,348 gp + 800 XP; Weight 120 lb.

Maul of the Titans: This mallet is 8 feet long. If used as a weapon, it is the equivalent of a *+3 greatclub* and deals triple damage against inanimate objects. However, the wielder must have a Strength of at least 18 to wield it properly. Otherwise, he takes a –4 penalty on attack rolls.

Strong evocation; CL 15th; Craft Wondrous Item, Craft Magic Arms and Armor, *Bigby's clenched fist*; Price 25,305 gp; Cost 12,305 gp + 480 XP; Weight 160 lb.

Medallion of Thoughts: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*.

Faint divination; CL 5th; Craft Wondrous Item, *detect thoughts*; Price 12,000 gp.

Mirror of Life Trapping: This crystal device is usually about 4 feet square and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. The same command word deactivates the mirror. A *mirror of life trapping* has fifteen nonspatial extradimensional compartments within it. Any creature coming within 30 feet of the device and looking at its own reflection must make a DC 23 Will save or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its own reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it (treat as a gaze attack; see page 294).

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter. A victim's equipment (including clothing and anything being carried) remains behind. If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed and usually promptly attack the possessor of the device in revenge for their imprisonment.

Strong abjuration; CL 17th; Craft Wondrous Item, *imprisonment*; Price 200,000 gp; Weight 50 lb.

Mirror of Mental Prowess: This mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide. The possessor who knows the proper commands can cause it to perform as follows.

- Read the thoughts of any creature reflected therein, as long as the owner is within 25 feet of the mirror, even if those thoughts are in an unknown language.
- View other places as if with *clairvoyance*, but vision extends even onto other planes if the viewer is sufficiently familiar with them.
- Use it as a portal to visit other places. The user first views the place with the *clairvoyance* function, then steps through the mirror to the place pictured. Others can follow him through the mirror if they like. An invisible portal remains on the other side where he arrives, and he can return through that portal. Once he returns, the portal closes. The portal closes on its own after 24 hours (trapping the user if he's still in the other place), and the user can also close it with a command word. Creatures with Intelligence of 12 or higher might notice the portal just as they might notice a magical sensor from a *scrying* spell. Any creature who steps through the portal appears in front of the mirror.
- Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the *legend lore* spell).

Strong conjuration and divination; CL 17th; Craft Wondrous Item, *detect thoughts*, *clairaudience/clairvoyance*, *gate*, *legend lore*; Price 175,000 gp; Weight 40 lb.

Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. It can be hung or placed on a surface and then activated by speaking a command word. The same command word deactivates the mirror. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and his items disappear completely. The mirror functions up to four times per day.

Strong necromancy; CL 15th; Craft Wondrous Item, *clone*; Price 92,000 gp; Weight 45 lb.

Murlynd's Spoon: This unremarkable eating utensil is typically fashioned from horn. If the spoon is placed in an empty container—a bowl, a cup, or a dish, for example—the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains

everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

Faint conjuration; CL 5th; Craft Wondrous Item, *create food and water*; Price 5,400 gp.

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as *cloudkill* and *stinking cloud* effects, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.

Moderate transmutation; CL 7th; Craft Wondrous Item, *alter self*; Price 9,000 gp.

Necklace of Fireballs: This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell (Reflex DC 14 half).

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The market price of a sphere is 150 gp for each die of damage it deals (ranging from 300 gp for a 2d6 sphere to 1,500 gp for a 10d6 sphere).

Each *necklace of fireballs* contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed below.

Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	Market Price
Type I	—	—	—	—	—	1	—	2	—	1,650 gp
Type II	—	—	—	—	1	—	2	—	2	2,700 gp
Type III	—	—	—	1	—	2	—	4	—	4,350 gp
Type IV	—	—	1	—	2	—	2	—	4	5,400 gp
Type V	—	1	—	2	—	2	—	2	—	5,850 gp
Type VI	1	—	2	—	2	—	4	—	—	8,100 gp
Type VII	1	2	—	2	—	2	—	2	—	8,700 gp

For example, a type III necklace has seven spheres—one 7-dice, two 5-dice, and four 3-dice *fireballs*.

If the necklace is being worn or carried by a character who fails his saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

Moderate evocation; CL 10th; Craft Wondrous Item, *fireball*.

Nolzur's Marvelous Pigments: These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of *Nolzur's marvelous pigments* is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface. Thus, a 10-foot-by-10-foot rendition of a pit would result in an actual 10-foot-by-10-foot-by-10-foot pit; a 10-foot-by-10-foot depiction of a room would result in a 10-foot-by-10-foot-by-10-foot room; and so on.

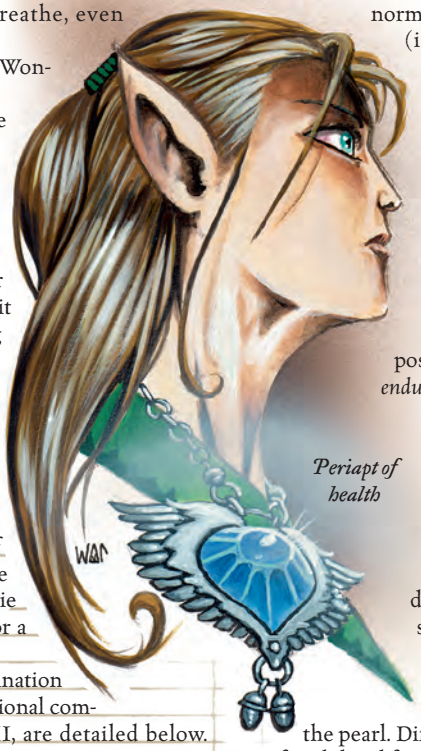
Only normal, inanimate objects can be created—doors, pits, flowers, trees, cells, and so on. Creatures can't be created. The pigments must be applied to a surface (a floor, wall, ceiling, door, or the like). It takes 10 minutes and a DC 15 Craft (painting) check to depict an object with the pigments. *Nolzur's marvelous pigments* cannot create magic items. Objects of value depicted by the pigments—precious metals, gems, jewelry, ivory, and so on—appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs) whose value does not exceed 2,000 gp.

Items created are not magical; the effect is instantaneous.

Strong conjuration; CL 15th; Craft Wondrous Item, *major creation*; Price 4,000 gp.

Orb of Storms: This glass sphere is 8 inches in diameter. The possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day he can call upon the orb to use a *control weather* spell. Once per month, he can conjure a *storm of vengeance*. The possessor of the orb is continually protected by an *endure elements* effect.

Strong varied; CL 18th; Craft Wondrous Item, *control weather, endure elements, storm of vengeance*; Price 48,000 gp; Weight 6 lb.



Periapt of health

Pearl of Power: This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a *pearl of power* enables the possessor to recall any one spell that he had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Strong transmutation; CL 17th; Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled; Price 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th), or 70,000 gp (two spells).

Pearl of the Sirines: This normal-seeming pearl is beautiful and worth at least 1,000 gp on that basis alone. If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl's powers, he understands and is able to employ the item.

The pearl enables its possessor to breathe in water as if he were in clean, fresh air. His swim speed is 60 feet, and he can cast spells and act underwater without hindrance.

Moderate abjuration and transmutation; CL 8th; Craft Wondrous Item, *freedom of movement, water breathing*; Price 15,300 gp.

Periapt of Health: The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases (see Table 8–2: Diseases, page 292).

Faint conjuration; CL 5th; Craft Wondrous Item, *remove disease*; Price 7,500 gp.

Periapt of Proof against Poison: This item is a brilliant-cut black gem on a delicate silver chain. The wearer is immune to poison, although poisons still active when the periapt is first donned still run their course.

Faint conjuration; CL 5th; Craft Wondrous Item, *neutralize poison*; Price 27,000 gp.

Periapt of Wisdom: Although it appears to be a normal pearl on a light chain, a *periapt of wisdom* actually increases the posses-

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sor's Wisdom score in the form of an enhancement bonus of +2, +4, or +6 (depending on the individual item).

Moderate transmutation; CL 8th; Craft Wondrous Item, *owl's wisdom*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Periapt of Wound Closure: This stone is bright red and dangles on a gold chain. The wearer of this periapt automatically becomes stable if his hit points drop to between –1 and –9 inclusive. The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding (such as damage caused by the horned devil's infernal wound ability; see page 55 of the *Monster Manual*), is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding that causes Constitution loss, such as that dealt by a wounding weapon.

Moderate conjuration; CL 10th; Craft Wondrous Item, *heal*; Price 15,000 gp.

Phylactery of Faithfulness: This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a *phylactery of faithfulness* is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.

Faint divination; CL 1st; Craft Wondrous Item, *detect chaos, detect evil, detect good, detect law*; Price 1,000 gp.

Phylactery of Undead Turning: This item is a boon to any character able to turn undead, allowing him to do so as if his class level were four levels higher than it actually is.

Moderate necromancy [good]; CL 10th; Craft Wondrous Item, 10th-level cleric; Price 11,000 gp.

Pipes of Haunting: This magic item appears to be a small set of pan pipes. When played by a person who succeeds on a DC 15 Perform (wind instruments) check, the pipes create an eerie, spell-binding tune. Those within 30 feet who hear the tune must succeed on a DC 13 Will save or become frightened for 4 rounds. Creatures with 6 or more Hit Dice are unaffected. *Pipes of haunting* can be sounded twice a day.

Faint necromancy; CL 4th; Craft Wondrous Item, *scare*; Price 6,000 gp; Weight 3 lb.

Pipes of Pain: These appear to be like any other standard set of pipes with nothing to reveal their true nature. When played by someone who succeeds on a DC 15 Perform (wind instruments) check, the pipes create a wondrous melody. All within 30 feet must make a DC 14 Will save or be fascinated by the sound. (This is a mind-affecting sonic compulsion.)

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless a character is in a totally silent area, he takes 1d4 points of damage per round for 2d4 rounds. During this time, damage from sonic attacks, such as *sound burst*, is doubled. Thereafter, the least noise causes an affected character to become shaken (except when he is in a totally silent area). This hypersensitivity is a curse and therefore hard to remove (see the *bestow curse* spell).

Faint enchantment and evocation; CL 6th; Craft Wondrous Item, creator must have the bardic music class feature, *sound burst*; Price 12,000 gp; Weight 3 lb.

Pipes of the Sewers: These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d3 rat swarms (see page 239 of the *Monster Manual*) if rats are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a DC 10 Perform (wind instruments) check. Success means that they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, the Perform check DC is 15.

If the rats are under the control of another creature, add the HD of the controller to the Perform check DC. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.

Faint conjuration; CL 2nd; Craft Wondrous Item, *charm animal, summon nature's ally I*, wild empathy ability; Price 1,150 gp; Weight 3 lb.

Pipes of Sounding: When played by a character who has the Perform (wind instruments) skill, these pipes create a variety of sounds. The figment sounds are the equivalent of *ghost sound* (caster level 2nd).

Faint illusion; CL 2nd; Craft Wondrous Item, *ghost sound*; Price 1,800 gp; Weight 3 lb.

Portable Hole: A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. (See Suffocation, page 304.) The cloth does not accumulate weight even if its hole is filled (with gold, for example). Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* (see page 248) is placed within a *portable hole*, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

Moderate conjuration; CL 12th; Craft Wondrous Item, *plane shift*; Price 20,000 gp.

Quaal's Feather Token: Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once.

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.

Bird: A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed—if a severe wind is already blowing, for example, this wind cannot be added to it to create a windstorm. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

Swan Boat: A token that forms a swanlike boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear or thirty-two Medium characters or any equivalent combination. The boat lasts for one day.

Tree: A token that causes a great oak to spring into being (5-foot-diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect.

Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon (see page 224). The weapon has a +10 base attack bonus, does 1d6+1 points of damage, has a +1 enhancement bonus on attack and damage rolls, and a makes a free grapple attack (with a +15 attack bonus) if it hits. The whip lasts no longer than 1 hour.

Moderate conjuration; CL 12th; Craft Wondrous Item, *major creation*; Price 50 gp (*anchor*), 300 gp (*bird*), 200 gp (*fan*), 450 gp (*swan boat*), 400 gp (*tree*), 500 gp (*whip*).

Quiver of Ehlonna: This appears to be a typical arrow container capable of holding about twenty arrows. It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can produce any item he wishes, as if from a regular quiver or scabbard. The *quiver of Ehlonna* weighs the same no matter what's placed inside it.

Moderate conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*; Price 1,800 gp; Weight 2 lb.

Ring Gates: These always come in pairs—two iron rings, each about 18 inches in diameter. The rings must be on the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count.) This useful device allows for instantaneous transport of items or messages, and even attacks. A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spellcaster could even cast a spell through a *ring gate*. A Small character can make a DC 13 Escape Artist check to slip through. Creatures of Tiny, Diminutive, or Fine size can pass through easily. Each ring has a "entry side" and an "exit side," both marked with appropriate symbols.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 40,000 gp; Weight 1 lb. each.

Robe of the Archmagi: This normal-appearing garment can be white (01–45 on d%, good alignment), gray (46–75, neither good nor evil alignment), or black (76–100, evil alignment). Its wearer, if an arcane spellcaster, gains the following powers.

- +5 armor bonus to AC.
- Spell resistance 18.
- +4 resistance bonus on all saving throws.
- +2 enhancement bonus on caster level checks made to overcome spell resistance.

If a white robe is donned by an evil character, he immediately gains three negative levels. The reverse is true with respect to a black robe donned by a good character. An evil or good character who puts on a gray robe, or a neutral character who dons either a white or black robe, gains two negative levels. While these negative levels never result in lost levels, they remain as long as the garment is worn and cannot be overcome in any way (including *restoration* spells).

Strong varied; CL 14th; Craft Wondrous Item, *antimagic field*, *mage armor* or *shield of faith*, creator must be of same alignment as robe; Price 75,000 gp; Weight 1 lb.

Robe of Blending: When this robe is put on, the wearer intuitively knows that the garment has very special properties. A *robe of blending* enables its wearer to appear to be part of his surroundings. This allows him a +10 competence bonus on Hide checks. The wearer can adopt the appearance of another creature, as with the *disguise self* spell, at will. All creatures acquainted with and friendly to the wearer see him normally.

Moderate illusion; CL 10th; Craft Wondrous Item, *disguise self*; Price 30,000 gp; Weight 1 lb.

Robe of Bones: This handy item functions much like a *robe of useful items* for the serious necromancer. It appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small embroidered figures representing undead creatures. Only the wearer of the robe can see the embroidery and recognize them for the creatures they become, and detach them. One figure can be detached each round. Detaching a figure causes it to become an actual undead creature(see the list below). The skeleton or zombie is not under the control of the wearer of the robe, but may be subsequently commanded, rebuked, turned, or destroyed. A newly created *robe of bones* always has two embroidered figures of each of the following undead:

- Small goblin skeleton
- Medium human commoner skeleton
- Medium wolf skeleton
- Small goblin zombie
- Medium human commoner zombie
- Medium wolf zombie

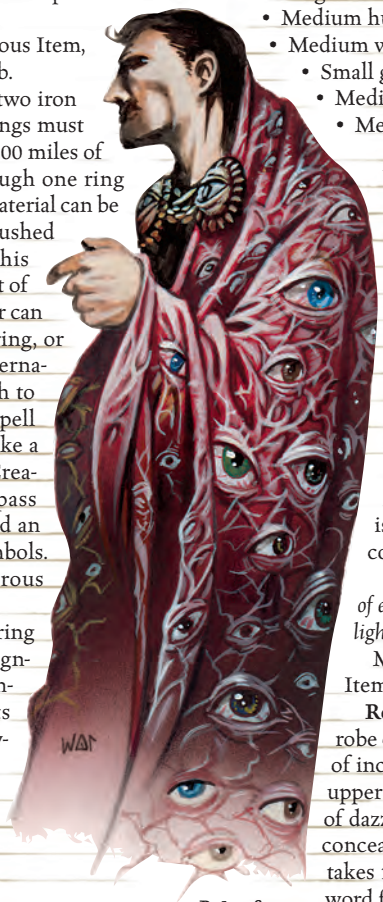
Moderate necromancy [evil]; CL 6th; Craft Wondrous Item, *animate dead*; Price 2,400 gp; Weight 1 lb.

Robe of Eyes: This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions at the same moment due to scores of visible, magical eyelike patterns that adorn the robe. He also gains 120-foot darkvision. The *robe of eyes* sees all forms of invisible or ethereal things within 120 feet.

The wearer of a *robe of eyes* gains a +10 competence bonus on Search checks and Spot checks. He retains her Dexterity bonus to AC even when flat-footed, and she can't be flanked. However, he is not able to avert his eyes or close his eyes when confronted by a creature with a gaze attack.

A *light* or *continual flame* spell cast directly on a *robe of eyes* causes it to be blinded for 1d3 minutes. A *daylight* spell blinds it for 2d4 minutes.

Moderate divination; CL 11th; Craft Wondrous Item, *true seeing*; Price 120,000 gp; Weight 1 lb.



Robe of eyes

Robe of Scintillating Colors: The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors daze those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe.

The colors create the equivalent of a gaze attack with a 30-foot range. Those who look at the wearer are dazed for 1d4+1 rounds (Will DC 16 negates). This is a mind-affecting pattern effect.

Every round of continuous scintillation of the robe gives the wearer better concealment. The miss chance on attacks against the wearer starts at 10% and increases by 10% each round until it reaches 50% (total concealment).

The robe illuminates a 30-foot radius continuously.

The effect can be used no more than a total of 10 rounds per day.

Moderate illusion; CL 11th; Craft Wondrous Item, *blur*, *rainbow pattern*; Price 27,000 gp; Weight 1 lb.

Robe of Stars: This garment is typically black or dark blue and embroidered with small white or silver stars. The robe has three magical powers.

- It enables its wearer to travel physically to the Astral Plane, along with all that he is wearing or carrying.
- It gives its wearer a +1 luck bonus on all saving throws.

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- Its wearer can use up to six of the embroidered stars on the chest portion of the robe as *+5 shuriken*. The robe grants its wearer proficiency with such weapons. Each shuriken disappears after it is used.

Strong varied; CL 15th; Craft Wondrous Item, *magic missile, astral projection* or *plane shift*; Price 58,000 gp; Weight 1 lb.

Robe of Useful Items: This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Pole (10-foot length)
- Hempen rope (50-foot coil)
- Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d%	Result
01–08	Bag of 100 gold pieces
09–15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16–22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side—must be placed upright, attaches and hinges itself)
23–30	Gems, 10 (100 gp value each)
31–44	Ladder, wooden (24 ft. long)
45–51	Mule (with saddle bags)
52–59	Pit, open (10 ft. by 10 ft. by 10 ft.)
60–68	*Potion of cure serious wounds*
69–75	Rowboat (12 ft. long)
76–83	Minor scroll of one randomly determined spell
84–90	War dogs, pair (treat as riding dogs)
91–96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97–100	Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

Moderate transmutation; CL 9th; Craft Wondrous Item, *fabricate*; Price 7,000 gp; Weight 1 lb.

Rope of Climbing: A 60-foot-long *rope of climbing* is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A *rope of climbing* can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

Faint transmutation; CL 3rd; Craft Wondrous Item, *animate rope*; Price 3,000 gp; Weight 3 lb.

Rope of Entanglement: A *rope of entanglement* looks just like any other hempen rope about 30 feet long. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim. An entangled creature can break free with a DC 20 Strength check or a DC 20 Escape Artist check.

The rope has AC 22, 12 hit points, and hardness 10, and it has damage reduction 5/slashing as well. The rope repairs damage to itself at a rate of 1 point per 5 minutes, but if a *rope of entanglement* is severed (all 12 hit points lost to damage), it is destroyed.

Moderate transmutation; CL 12th; Craft Wondrous Item, *animate objects, animate rope, entangle*; Price 21,000 gp; Weight 5 lb.

Salve of Slipperiness: This substance provides a +20 competence bonus on all Escape Artist checks, meaning that it is almost impossible to grapple such a character or to tie or chain him up. In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail against this salve. If it is smeared on a floor or on steps, the area should be treated as a long-lasting *grease* spell. The salve requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution (even wine).

Salve of slipperiness is needed to coat the inside of a container that is meant to hold *sovereign glue* (see below).

Faint conjuration; CL 6th; Craft Wondrous Item, *grease*; Price 1,000 gp.

Scabbard of Keen Edges: This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. Up to three times per day on command, the scabbard casts *keen edge* on any blade placed within it.

Faint transmutation; CL 5th; Craft Wondrous Item, *keen edge*; Price 16,000 gp; Weight 1 lb.

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.

The scarab's possessor gains spell resistance 20. The scarab can also absorb energy-draining attacks (such as the slam attack of a vampire spawn), death effects (such as *finger of death*), and negative energy effects (such as from an *inflict critical wounds* spell). Upon absorbing twelve such attacks, the scarab turns to powder and is destroyed.

Strong abjuration and necromancy; CL 18th; Craft Wondrous Item, *death ward, spell resistance*; Price 38,000 gp.

Scarab, Golembane: This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate (a standard action) in order for the detection to take place. A scarab enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction.

Moderate divination; CL 8th; Craft Wondrous Item, *detect magic*, creator must be at least 10th level; Price 2,500 gp.

Shrouds of Disintegration: These burial wrappings look to be made of fine, embroidered materials. When a body is placed inside, a command word will turn it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth.

Strong transmutation; CL 15th; Craft Wondrous Item, *disintegrate*; Price 6,600 gp; Weight 10 lb.

Silversheen: This substance can be applied to a weapon as a standard action. It will give the weapon the properties of alchemical silver (see page 284) for 1 hour, replacing the properties of any other special material it might have. For example, a *+1 holy adamantine longsword* becomes a *+1 holy silver longsword* for the duration of the effect. One vial will coat a single melee weapon or 20 units of ammunition.

Faint transmutation; CL 5th; Craft Wondrous Item; Price 250 gp.

Slippers of Spider Climbing: When worn, a pair of these slippers enable movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. His speed is 20 feet. Severely slippery surfaces—icy, oiled, or greased surfaces—make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses.

Faint transmutation; CL 4th; Craft Wondrous Item, *spider climb*; Price 4,800 gp; Weight 1/2 lb.

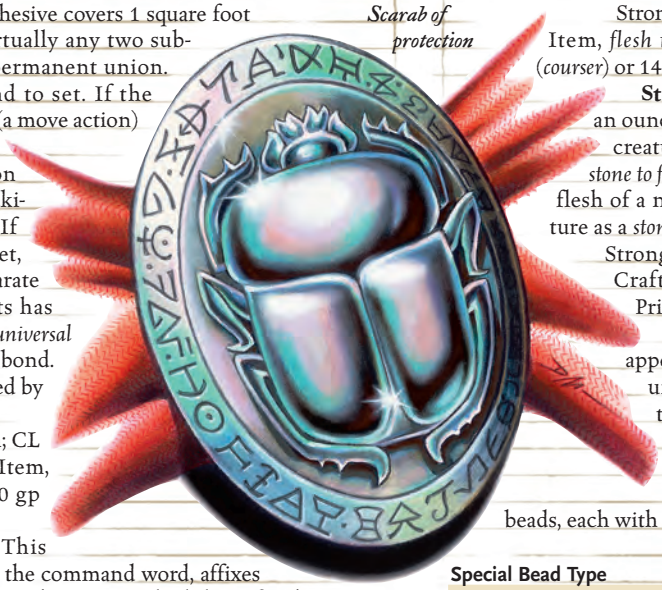
Sovereign Glue: This pale amber substance is thick and vis-

cous. Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of *salve of slipperiness* (see the previous page), and each time any of the bonding agent is poured from the flask, a new application of the *salve of slipperiness* must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. A flask of *sovereign glue*, when found, holds anywhere from 1 to 7 ounces of the stuff (1d8–1, minimum 1), with the other ounce of the flask's capacity taken up by the *salve of slipperiness*.

One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart (a move action) before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects has no effect, except when *universal solvent* is applied to the bond. (*Sovereign glue* is dissolved by *universal solvent*.)

Strong transmutation; CL 20th; Craft Wondrous Item, *make whole*; Price 2,400 gp (per ounce).

Scarab of protection



Stone of Alarm: This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

Faint abjuration; CL 3rd; Craft Wondrous Item, *alarm*; Price 2,700 gp; Weight 2 lb.

Stone of Controlling Earth Elementals: A stone of this nature is typically an oddly shaped bit of roughly polished rock. The possessor of such a stone need but utter a few words of summoning, and a Huge earth elemental comes to the summoner. The summoning words require 1 full round to speak, and in all ways the stone functions as the *summon monster VII* spell. (If sand or rough, unhewn stone is the summoning medium, the elemental that comes is Large instead, and the stone functions as the *summon monster VI* spell.) The elemental appears in 1d4 rounds. For detailed information about elementals, see page 95 of the *Monster Manual*. Only one elemental can be summoned at a time. A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 5 lb.

Stone of Good Luck (Luckstone): This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a +1 luck bonus on saving throws, ability checks, and skill checks.

Faint evocation; CL 5th; Craft Wondrous Item, *divine favor*; Price 20,000 gp.

Stone Horse: Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate kind.

A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse that can be healed normally. When fully healed, it automatically reverts to its stone form. While in its stone form, it can be fed gems, healing 1 point of damage for each 50 gp worth of mineral it is given.

There are two sorts of *stone horses*.

Courser: This item has the statistics of a heavy horse (see page 273 of the *Monster Manual*), as well as having hardness 10.

Destrier: This item has the statistics of a heavy warhorse (see page 273 of the *Monster Manual*), as well as having hardness 10.

Strong transmutation; CL 14th; Craft Wondrous Item, *flesh to stone*, *animate objects*; Price 10,000 gp (*courser*) or 14,800 gp (*destrier*); Weight 6,000 lb.

Stone Salve: This ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh as the *stone to flesh* spell. If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a *stoneskin* spell.

Strong abjuration and transmutation; CL 13th; Craft Wondrous Item, *stone to flesh*, *stoneskin*; Price 4,000 gp per ounce.

Strand of Prayer Beads: This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them.

Each strand includes two or more special beads, each with a different magic power.

Special Bead Type	Special Bead Ability
Bead of blessing	Wearer can cast *bless*.
Bead of healing	Wearer can cast his choice of *cure serious wounds*, *remove blindness/deafness*, or *remove disease*.
Bead of karma	Wearer casts his spells at +4 caster level. Effect lasts 10 minutes.
Bead of smiting	Wearer can cast *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (Will DC 17 partial).
Bead of summons	Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc.) to aid the wearer for one day. (If the wearer uses the *bead of summons* to summon a deity's emissary frivolously, the deity takes that character's items and places a *geas* upon him as punishment in the very least.)
Bead of wind walking	Wearer can cast *wind walk*.

A *lesser strand of prayer beads* has a *bead of blessing* and a *bead of healing*. A *strand of prayer beads* has a *bead of healing*, a *bead of karma*, and a *bead of smiting*. A *greater strand of prayer beads* has a *bead of healing*, a *bead of karma*, a *bead of summons*, and a *bead of wind walking*.

Each special bead can be used once per day, except for the *bead of summons*, which works only once and then becomes nonmagical. The *beads of blessing*, *smiting*, and *wind walking* function as spell trigger items; the *beads of karma* and *summons* can be activated by any character capable of casting divine spells. The owner need not hold or wear the *strand of prayer beads* in any specific location, as long as he carries it somewhere on his person.

The power of a special bead is lost if it is removed from the strand. Reduce the price of a strand of prayer beads that is missing one or more beads by the following amounts: *bead of blessing* –600 gp, *bead of healing* –9,000 gp, *bead of karma* –20,000 gp, *bead of smiting* –16,800 gp, *bead of summons* –20,000 gp, *bead of wind walking* –46,800 gp.

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Faint, moderate or strong (many schools); CL 1st (*blessing*), 5th (*healing*), 7th (*smiting*), 9th (*karma*), 11th (*wind walking*), 17th (*summons*); Craft Wondrous Items and one of the following spells per bead, as appropriate: *bless* (*blessing*); *cure serious wounds*, *remove blindness/deafness*, or *remove disease* (*healing*); *righteous might* (*karma*); *gate* (*summons*); *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (*smiting*), *wind walk* (*wind walking*); Price 9,600 gp (lesser), 45,800 gp (standard), 95,800 gp (greater).

Tome of Clear Thought: This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Because the *tome of clear thought* provides an inherent bonus, the reader will earn extra skill points when he attains a new level (unlike with the benefit provided by a *headband of intellect*).

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Tome of Leadership and Influence: This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his Charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Tome of Understanding: This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Unguent of Timelessness: When applied to any matter that was once alive (leather, leaves, paper, wood, dead flesh, and so on), this ointment allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object gains a +1 resistance bonus on all saving throws. The unguent never wears off, although it can be magically removed (by dispelling the effect, for instance). One flask contains enough material to coat eight Medium or smaller objects. A Large object counts as two Medium objects, and a Huge object counts as two Large objects.

Faint transmutation; CL 3rd; *Prerequisite:* Craft Wondrous Item; Price 150 gp.

Universal Solvent: This substance has the unique property of being able to dissolve *sovereign glue* (see page 266), tanglefoot bags (see page 128 of the *Player's Handbook*), and the adhesive created by a kuo-toa (see page 163 of the *Monster Manual*). Applying the solvent is a standard action.

Strong transmutation; CL 20th; Craft Wondrous Item, *disintegrate*; Price 50 gp.

Vest of Escape: Hidden within secret pockets of this simple silk vest are lockpicks that provide a +4 competence bonus on Open Lock checks. The vest also grants its wearer a +6 competence bonus on Escape Artist checks.

Faint conjuration and transmutation; CL 4th; Craft Wondrous Item, *knock*, *grease*; Price 5,200 gp.

Vestment, Druid's: This light garment is worn over normal clothing or armor. Most such vestments are green, embroidered with plant or animal motifs. When this item is worn by a character with the wild shape ability, the character can use that ability one additional time each day.

Moderate transmutation; CL 10th; Craft Wondrous Item, *polymorph* or wild shape ability; Price 10,000 gp.

Well of Many Worlds: This strange, interdimensional device looks just like a *portable hole*. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane, at the DM's option or by random determination. If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a *portable hole* can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.)

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 82,000 gp.

Wind Fan: A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a *gust of wind* spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, nonmagical tatters.

Faint evocation; CL 5th; Craft Wondrous Item, *gust of wind*; Price 5,500 gp.

Wings of Flying: A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower him to fly with a speed of 60 feet (good maneuverability).

Moderate transmutation; CL 10th; Craft Wondrous Item, *fly*; Price 54,000 gp; Weight 2 lb.

INTELLIGENT ITEMS

Magic items sometimes have intelligence of their own. Magically imbued with sentience, these items think and feel the same way characters do and should be treated as NPCs. They can be many things to characters—valued ally, wily foe, or continual thorn in their side. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Only permanent magic items (as opposed to single-use items or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.) In general, less than 1% of magic items have intelligence. Use them sparingly in your campaign, because they require more work on the part of both player and DM.

Intelligent items can actually be considered creatures because they have Intelligence, Wisdom, and Charisma scores. Treat them as constructs (see page 307 of the *Monster Manual*). Intelligent items often have the ability to illuminate their surroundings at will (as magic weapons do); many cannot see otherwise.

As a practical matter, it's easiest to let a player control an intelligent item possessed by his character (but see Items against Characters, below). Unlike most magic items, intelligent items can activate their own powers without waiting for a command word from their owner. For example, an intelligent sword with the *magic circle against evil* ability can activate the circle even if the wielder makes a full attack in that round. Intelligent items act during their owner's turn in the initiative order.

Table 7–30: Item Intelligence, Wisdom, Charisma, and Capabilities

d%	Mental Ability Scores	Communication	Capabilities	Senses	Base Price Modifier
01–34	Two at 12, one at 10	Empathy[1]	One lesser power	30 ft. vision and hearing	+1,000 gp
35–59	Two at 13, one at 10	Empathy[1]	Two lesser powers	60 ft. vision and hearing	+2,000 gp
60–79	Two at 14, one at 10	Speech[2]	Two lesser powers	120 ft. vision and hearing	+4,000 gp
80–91	Two at 15, one at 10	Speech[2]	Three lesser powers	60 ft. darkvision and hearing	+5,000 gp
92–97	Two at 16, one at 10	Speech[2 3]	Three lesser powers	60 ft. darkvision and hearing	+6,000 gp
98	Two at 17, one at 10	Speech, telepathy[3 4]	Three lesser powers and one greater power[6]	120 ft. darkvision and hearing	+9,000 gp
99	Two at 18, one at 10	Speech, telepathy[4 5]	Three lesser powers and two greater powers[6]	120 ft. darkvision, blindsense, and hearing	+12,000 gp
100	Two at 19, one at 10	Speech, telepathy[4 5]	Four lesser powers and three greater powers[6]	120 ft. darkvision, blindsense, and hearing	+15,000 gp

1 The possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action.
2 Like a character, an intelligent item speaks Common plus one language per point of Intelligence bonus. It can communicate telepathically with the wielder.
3 The item can also read any languages it can speak.
4 The item can use either communication mode at will, with language use as any speaking item. It can communicate telepathically with the wielder.
5 The item can read all languages as well as use *read magic*.
6 The intelligent item can have a special purpose (and corresponding dedicated power) rather than a greater power, if appropriate.

The tables in this section should be used to determine the properties of an intelligent item: the number of powers, unusual properties, alignment, and special purpose of the item (if any).

The DM is encouraged to design unusual magic items along special themes and for specific campaign purposes, using the tables as guidelines and for inspiration. Just because a power is rolled does not mean it must be given out. If you feel a combination is too bizarre or too powerful, simply change or ignore it.

The first step in determining the properties of a random intelligent item is to determine its general capabilities. These are found by rolling d% and consulting Table 7–30: Item Intelligence, Wisdom, Charisma, and Capabilities.

Intelligent Item Alignment

Any item with intelligence has an alignment. Note that intelligent weapons already have alignments, either stated or by implication. (A weapon made to kill chaotic outsiders would hardly be chaotic itself; it would be lawful.) If you're generating a random intelligent weapon, that weapon's alignment must fit with any alignment-oriented special abilities it has (such as the holy special ability).

Any character whose alignment does not correspond to that of the item (except as noted by the asterisks on the table) gains one negative level if he so much as picks up the item. Although this negative level never results in actual level loss, it remains as long as the item is in hand and cannot be overcome in any way (including *restoration* spells). This negative level is cumulative with any other penalties the item might already place on inappropriate wielders. Items with Ego scores (see below) of 20 to 29 bestow two negative levels. Items with Ego scores of 30 or higher bestow three negative levels.

Intelligent Item Alignment

d%	Alignment of Item
01–05	Chaotic good
06–15	Chaotic neutral*
16–20	Chaotic evil
21–25	Neutral evil*
26–30	Lawful evil
31–55	Lawful good
56–60	Lawful neutral*
61–80	Neutral good*
81–100	Neutral

* The item can also be used by any character whose alignment corresponds to the nonneutral portion of the item's alignment (in other words, chaotic, evil, good, or lawful). Thus, any chaotic character (CG, CN, CE) can use an item with chaotic neutral alignment.

Languages Spoken by Item

Like a character, an intelligent item speaks Common plus one additional language per point of Intelligence bonus. Choose appropriate languages, taking into account the item's origin and purposes. For instance, an intelligent drow weapon would probably speak Elven, and a holy weapon might speak Celestial.

Intelligent Item Powers

Table 7–30 above determines how many lesser and greater powers an intelligent item has. To find the item's specific powers, choose or roll on the appropriate tables below.

Intelligent Item Lesser Powers

d%	Lesser Power	Base Price Modifier
01–05	Item can *bless* its allies 3/day	+1,000 gp
06–10	Item can use *faerie fire* 3/day	+1,100 gp
11–13	Item can cast *minor image* 1/day	+2,200 gp
14–20	Item has *deathwatch* continually active	+2,700 gp
21–25	Item can use *detect magic* at will	+3,600 gp
26–31	Item has 10 ranks in Intimidate	+5,000 gp
32–33	Item has 10 ranks in Decipher Script	+5,000 gp
34–36	Item has 10 ranks in Knowledge (choose category)	+5,000 gp
37–40	Item has 10 ranks in Search	+5,000 gp
41–45	Item has 10 ranks in Spot	+5,000 gp
46–50	Item has 10 ranks in Listen	+5,000 gp
51–54	Item has 10 ranks in Spellcraft	+5,000 gp
55–60	Item has 10 ranks in Sense Motive	+5,000 gp
61–66	Item has 10 ranks in Bluff	+5,000 gp
67–72	Item has 10 ranks in Diplomacy	+5,000 gp
73–77	Item can cast *major image* 1/day	+5,400 gp
78–80	Item can cast *darkness* 3/day	+6,500 gp
81–83	Item can use *hold person* on an enemy 3/day	+6,500 gp
84–86	Item can activate *zone of truth* 3/day	+6,500 gp
87–89	Item can use *daze monster* 3/day	+6,500 gp
90–95	Item can use *locate object* 3/day	+6,500 gp
96–100	Item can use *cure moderate wounds* (2d8+3) on wielder 3/day	+6,500 gp

All powers function at the direction of the item, although intelligent items generally follow the wishes of their owner. Activating a power or concentrating on an active one is a standard action the item takes.

Intelligent Item Greater Powers

d%	Greater Power	Base Price Modifier
01–06	Item can detect opposing alignment at will	+7,200 gp
07–10	Item can *detect undead* at will	+7,200 gp
11–13	Item can *cause fear* in an enemy at will	+7,200 gp
14–18	Item can use *dimensional anchor* on a foe 1/day	+10,000 gp
19–23	Item can use *dismissal* on a foe 1/day	+10,000 gp
24–28	Item can use *lesser globe of invulnerability* 1/day	+10,000 gp
29–33	Item can use *arcane eye* 1/day	+10,000 gp
34–37	Item has continuous *detect scrying* effect	+10,000 gp
38–41	Item creates *wall of fire* in a ring with the wielder at the center 1/day	+10,000 gp
42–45	Item can use *quench* on fires 3/day	+16,000 gp
46–50	Item has *status* effect, usable at will	+11,000 gp
51–54	Item can use *gust of wind* 3/day	+11,000 gp
55–59	Item can use *clairvoyance* 3/day	+16,000 gp
60–64	Item can create *magic circle* against opposing alignment at will	+16,000 gp
65–68	Item can use *haste* on its owner 3/day	+16,000 gp
69–73	Item can create *daylight* 3/day	+16,000 gp
74–76	Item can create *deeper darkness* 3/day	+16,000 gp
77–80	Item can use *invisibility purge* (30 ft. range) 3/day	+16,000 gp
81–85	Item can use *slow* on its enemies 3/day	+16,000 gp
86–91	Item can *locate creature* 3/day	+30,000 gp
91–97	Item can use *fear* against foes 3/day	+30,000 gp
98–100	Item can use *detect thoughts* at will	+44,000 gp

If the same power is rolled twice, roll again.

SPECIAL PURPOSE ITEMS

Items with special purposes are a challenge to run. However, they are worth the trouble, because they can deeply enrich a campaign.

Intelligent Item Purpose

d%	Purpose
01–20	Defeat/slay diametrically opposed alignment*
21–30	Defeat/slay arcane spellcasters (including spellcasting monsters and those that use spell-like abilities)
31–40	Defeat/slay divine spellcasters (including divine entities and servitors)
41–50	Defeat/slay nonspellcasters
51–55	Defeat/slay a particular creature type (see the bane special ability, page 224, for choices)
56–60	Defeat/slay a particular race or kind of creature
61–70	Defend a particular race or kind of creature
71–80	Defeat/slay the servants of a specific deity
81–90	Defend the servants and interests of a specific deity
91–95	Defeat/slay all (other than the item and the wielder)
96–100	DM's or character's choice

* The purpose of the neutral (N) version of this item is to preserve the balance by defeating/slaying powerful beings of the extreme alignments (LG, LE, CG, CE).

Purpose

An item's purpose must suit the type and alignment of the item and should always be treated reasonably. A purpose of "defeat/slay arcane spellcasters" doesn't mean that the sword forces the wielder to kill every wizard he sees. Nor does it mean that the sword believes it is possible to kill every wizard, sorcerer, and bard in the world. It does mean that the item hates arcane spellcasters and wants to bring the local wizard's cabal to ruin, as well as end the rule of a sorceress-queen in a nearby land. Likewise, a purpose of "defend elves" doesn't mean that if the wielder is an elf, he only wants to help himself. It means that the item wants to be used in furthering the cause of elves, stamping out their enemies and aiding their leaders. A purpose of "defeat/slay all" isn't just a matter of self-preservation. It means that the item won't rest (or let its wielder rest) until it places itself above all others. A lofty—and probably unrealistic—goal, to be sure.

DEDICATED POWER

A dedicated power operates only when an intelligent item is in pursuit of its special purpose. This determination is always made by the item. It should always be easy and straightforward to see how the ends justify the means. That is to say, if the player's reasoning for how a particular action serves the item's purpose is not completely believable, the item won't allow it. Unlike its other powers, an intelligent item can refuse to use its dedicated power even if the owner is dominant (see Items against Characters, on the following page).

Special Purpose Item Dedicated Powers

d%	Dedicated Power	Base Price Modifier
01–06	Item can use *ice storm*	+50,000 gp
07–12	Item can use *confusion*	+50,000 gp
13–17	Item can use *phantasmal killer*	+50,000 gp
18–24	Item can use *crushing despair*	+50,000 gp
25–31	Item can use *dimension door* on itself and wielder	+50,000 gp
32–36	Item can use *contagion* (heightened to 4th level) as touch attack	+56,000 gp
37–43	Item can use *poison* (heightened to 4th level) as touch attack	+56,000 gp
44–50	Item can use *rusting grasp* as touch attack	+56,000 gp
51–56	Item can cast 10d6 *lightning bolt*	+60,000 gp
57–62	Item can cast 10d6 *fireball*	+60,000 gp
63–68	Wielder gets +2 luck bonus on attacks, saves, and checks	+80,000 gp
69–74	Item can use *mass inflict light wounds*	+81,000 gp
75–81	Item can use *song of discord*	+81,000 gp
82–87	Item can use *prying eyes*	+81,000 gp
88–92	Item can cast 15d6 *greater shout* 3/day	+130,000 gp
93–98	Item can use *waves of exhaustion*	+164,000 gp
99–100	Item can use *true resurrection* on wielder, once per month	+200,000 gp

ITEM EGO

Ego is a measure of the total power and force of personality that an item possesses. Only after all aspects of an item have been generated can its Ego score be calculated. An item's Ego score helps determine whether the item or the character is dominant in their relationship, as detailed below.

Item Ego

Attribute of Item	Ego Points
Each +1 of item's enhancement bonus	1
Each +1 of bonus for special abilities	1
Each lesser power	1
Each greater power	2
Special purpose (and dedicated power)	4
Telepathic ability	1
Read languages ability	1
Read magic ability	1
Each +1 of Intelligence bonus	1
Each +1 of Wisdom bonus	1
Each +1 of Charisma bonus	1

Thus, a +2 *short sword* (2 points) with an Intelligence score of 10 (no points), Wisdom score of 12 (1 point), and Charisma score of 12 (1 point), plus the lesser power of *detect magic* (1 point) has an Ego score of 5.

By contrast, imagine a +2 *dancing longsword* (6 points, 2 for the +2 enhancement bonus and 4 because dancing is the equivalent of a +4 bonus [see Table 7–14: Melee Weapon Special Abilities]) with an Intelligence score of 10 (no points), Wisdom score of 18 (4 points), and Charisma score of 18 (4 points). Add the lesser powers of *deathwatch*, 10 ranks in Intimidate, and *darkness* (3 points), the greater power of *fear* (2 points) and the special purpose of slaying spellcasters (4 points). Also include the fact that the weapon is telepathic (1 point) and reads languages (1 point), and the sword has an Ego score of 25.

ITEMS AGAINST CHARACTERS

When an item has an Ego of its own, it has a will of its own. The item is, of course, absolutely true to its alignment. If the character who possesses the item is not true to that alignment's goals or the item's special purpose, personality conflict—item against character—results. Similarly, any item with an Ego score of 20 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item.

When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's Ego). If the possessor succeeds, he is dominant. If he fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on—DM's discretion). Should a item gain dominance, it resists the character's desires and demands concessions such as any of the following.

- Removal of associates or items whose alignment or personality is distasteful to the item.
- The character divesting herself of all other magic items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Magical protections and devices to protect the item from molestation when it is not in use.
- That the character carry the item with his on all occasions.
- That the character relinquish the item in favor of a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures, such as the following acts:

- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder or his associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely when harmony reigns between the character's and item's alignments or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily establish and maintain dominance over him, or a higher-level possessor so as to better accomplish its goals.

All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they are of the same alignment. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 60 feet, and most intelligent items try their best to mislead or distract their host so that he ignores or destroys the rival. Of course, alignment might change this sort of behavior. A *holy avenger*, for example, would certainly not allow destruction of any other lawful good item and might encourage their discovery, even at the risk of having to face grim odds to do so.

Items with personalities are never totally controlled or silenced by the characters who possess them, even though they may never successfully control their possessors. They may be powerless to force their demands but remain undaunted and continue to air their wishes and demands. Even a humble +1 weapon of unusual nature can be a vocal martyr, denigrating its own abilities and asking only that the character give it the chance to shatter itself against some hated enemy.

Note: You should roleplay the item as you would any NPC. Refer to Table 4–24: One Hundred Traits(page 128) for ideas on personality quirks to make an intelligent item's persona more memorable.

INTELLIGENT ITEM EXAMPLES

The items presented below can fit directly into most campaigns, but you should adjust them, changing their alignment, personality, or even their abilties where needed to fit the particulars of your campaign, its history, and its characters.

Acrola, Watchful Tooth of Ashardalon: *+5 keen dagger*; AL CG; Int 10, Wis 18, Cha 18; Speech, telepathy, 120 ft. darkvision, blindsense, and hearing; Ego score 22.

Lesser Powers: Zone of truth 3/day, Item has 10 ranks in Listen (total modifier +14) and Spot (total modifier +14).

Greater Powers: Clairvoyance 3/day, *slow* 3/day.

Personality: Bards tell that a tooth pried from the living body of the terrible dragon Ashardalon arose with its own mind and will. The tale would seem odd, for the goals of the long knife are nothing like those of the dread dragon. The well-intentioned but tireless dagger has taken as its personal cause that of protecting the weak and the helpless. Acrola frequently uses its *clairvoyance* power to scout out areas of trouble or evil, and then Acrola drags its wielder into the fray.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *keen edge*; Price 132,802 gp.

Jomnoth, Giantblight: *+3 giantbane dwarven waraxe*; AL LG; Int 10, Wis 14, Cha 14; Speech, 120 ft. vision and hearing; Ego score 14.

Lesser Powers: Cure moderate wounds 3/day, *detect magic* at will.

Special Purpose: Defeat/slay giants.

Dedicated Power: Song of discord.

Personality: Forged by a long-dead dwarf smith, Jomnoth, also known as Giantblight, dates from an age of giant invasions. The success of the waraxe cannot be questioned, since upon occasion a single dwarf hero has struck down a number of bewildered and overwhelmed giants. A stoic but forceful will has been incarnated into the waraxe blade. Jomnoth speaks little, and is reluctant to give advice or gainsay its wielder except under the most extreme circumstances. As long its owner is willing to strike deep into the keeps and lairs of giantkind, the waraxe never objects.

Strong conjuration; CL 15th; Craft Magic Arms and Armor, *summon monster I*; Price 176,430 gp.

Iquel: *+2 holy composite longbow*; AL NG; Int 17, Wis 10, Cha 17; Speech, telepathy, 120 ft. darkvision and hearing; Ego score 16.

Lesser Powers: Daze monster 3/day, *faerie fire* 3/day, *locate object* 3/day.

Greater Powers: Lesser globe of invulnerability 1/day.

Personality: A loyal and trusted companion to the hero Iquel, this once nameless bow took its first wielder's name after his heroic stand against a balor. Since then, Iquel has searched for a wielder who can live up to its high standard: a grandmaster archer with a zeal for good. Despite its commitment to the forces of good in the world, Iquel enjoys casual conversation, relaxation, and delicate care.

Strong evocation (if *miracle* is used) [good]; CL 17th; Craft Magic Arms and Armor, *wish* or *miracle*; Price 66,600 gp.

Bosk, the Poetic Blade: +2 *longsword*; AL N; Int 14, Wis 14, Cha 10; Speech, 30 ft. vision and hearing; Ego score 8.

Lesser Powers: Bless 3/day, *hold person* 3/day.

Personality: Created by a wizard experimenting with sentience, Bosk was later sold by its creator and has changed hands many times. Always willing to offer its opinion, advice, a story, or even a poem of its own devising, Bosk has never met an owner who was a perfect match, though perhaps a deaf swordwielder would be best.

Moderate divination; CL 15th; Craft Magic Arms and Armor, *legend lore*; Price 15,815 gp.

Vesac, the Deceiver: *Luck blade*; AL NE; Int 16, Wis 10, Cha 16; Speech, 60 ft. darkvision and hearing; Ego score 15.

Lesser Powers: Minor image 1/day, *major image* 1/day, 10 ranks in Bluff (total modifier +13).

Personality: A powerful and selfish blade, Vesac has served as the weapon of dozens of petty tyrants and would-be conquerors. The lure of its powerful three *wishes* draws in many who seek to gain power, wealth, or advance their own agenda. However, Vesac itself is only interested in advancing the tales of its own legend. Despite having many wielders over the ages, it continues to hoard its *wishes*, frequently deluding wielders (by using its illusion powers) into thinking that their desires have been fulfilled.

Strong evocation (if *miracle* is used); CL 17th; Craft Magic Arms and Armor, *wish* or *miracle*; Price 161,560 gp; Cost 80,780 gp + 5,718 XP.

Zax, Cloak of Kings: *Cloak of Charisma* +6; AL LN; Int 10, Wis 14, Cha 14; Speech, 120 ft. vision and hearing; Ego score 5.

Lesser Powers: Zone of truth 3/day, Item has 10 ranks in Diplomacy (total modifier +12) and 10 ranks in Knowledge (history) (total modifier +10).

Personality: This magic cloak has provided advice to royal courts for generation after generation, not only the settling of disputes, but also with accounts of the foibles of leaders past. Zax, as this cape has always been known, is a fine-looking garment of sable and fur. Like most rulers, Zax itself has grown somewhat stern and aloof over the years, though its Ego has never been strong enough to dominate its wearer.

Moderate conjuration; CL 15th; Craft Wondrous Item, *eagle's splendor*; Price 56,500 gp.

CURSED ITEMS

In the process of crafting a magic item, so many delicate factors have to be taken into account that occasionally things are bound to go awry. These small errors are often readily apparent and usually show up immediately. Sometimes, however, they are more subtle and don't emerge until days, months, or even years later.

Other factors can make a magic item go wrong as well—things not the fault of its creator in any way. The forces of chaos and general entropy can cause magic to decay or become corrupted. Time corrodes all things—even magic. Long exposure to powerful magical forces, gateways to other planes, or even the proximity of other magic items or creatures can alter a magic item in odd ways.

Finally, items with unpredictable or cursed effects can be created by the devious intention of spellcasters who are malicious, chaotic, or simply insane. These are the most dangerous cursed items of all.

Cursed items are magic items with some sort of potentially negative impact. Sometimes they're directly bad for the user; sometimes they're just inconvenient. Occasionally they mix bad with good, forcing characters to make difficult choices. If you want to include the chance for cursed items in your game, determine treasure randomly as usual. Whenever you roll for a magic item, however, make a second secret d% roll. On a result of 01–05, the item generated is cursed in some way. To determine how the item is cursed, consult the table below.

Cursed Item Common Curses

d%	Curse
01–15	Delusion
16–35	Opposite effect or target
36–45	Intermittent functioning
46–60	Requirement
61–75	Drawback
76–90	Completely different effect
91–100	Substitute specific cursed item

Delusion: The user believes the item is what it appears to be, yet it actually has no magical power other than to deceive. The user is mentally fooled into thinking the item is functioning (making him invisible, emitting lightning bolts, or whatever) and cannot be convinced otherwise without the help of a *remove curse* spell.

Opposite Effect or Target: These cursed items malfunction, so that either they do the opposite of what the creator intended, or they target the user instead of someone else. For example, *eyes of charming* with the opposite effect makes targets hostile rather than *charming* them. A *staff of healing* causes wounds. *Eyes of petrification* turn the wearer to stone. A magic arrow curves around to strike the archer. The interesting point to keep in mind here is that these items aren't always bad to have. A *wand of lightning bolt* that heals rather than harms can be used as a potent healing item.

Opposite-effect items include weapons that impose penalties on attack and damage rolls rather than bonuses. Just as a character shouldn't necessarily immediately know what the enhancement bonus of a noncursed magic item is, he shouldn't immediately know that a weapon is cursed. Once he knows, however, the item can be discarded unless some sort of compulsion is placed upon it that compels the wielder to keep and use it. In such cases, a *remove curse* spell is generally needed to get rid of the item.

Intermittent Functioning: The three varieties of intermittent functioning items all function perfectly as described—at least some of the time. The three varieties are unreliable, dependent, and uncontrolled items.

Unreliable: Each time the item is activated, there is a 5% chance (01–05 on d%) that it does not function. At the DM's option, the failure chance can be altered to be anything from 1% to 10%, depending on the item and the campaign.

Dependent: The item only functions in certain situations. To determine what the situation is, either select a situation or roll on the following table.

d%	Situation
01–03	Temperature below freezing
04–05	Temperature above freezing
06–10	During the day
11–15	During the night
16–20	In direct sunlight
21–25	Out of direct sunlight
26–34	Underwater
35–37	Out of water
38–45	Underground
46–55	Aboveground
56–60	Within 10 feet of a random creature type
61–64	Within 10 feet of a random race or kind of creature
65–72	Within 10 feet of an arcane spellcaster
73–80	Within 10 feet of a divine spellcaster
81–85	In the hands of a nonspellcaster
86–90	In the hands of a spellcaster
91–95	In the hands of a creature of a particular alignment
96	In the hands of a creature of particular gender
97–99	On nonholy days or during particular astrological events
100	More than 100 miles from a particular site

Uncontrolled: An uncontrolled item occasionally activates at random times. Roll d% every day. On a result of 01–05 (or whatever range the DM decides is appropriate), the item activates at some random point during that day. Results range from the humorous, such as when the wearer of a cursed *ring of invisibility* suddenly disappears right in the middle of bargaining in the market, to the disastrous, such as when the wielder's *wand of fireball* discharges in the midst of his friends—er, former friends.

Requirement: In a sense, a command word is a requirement. Nevertheless, some items have much more stringent requirements that must be met for them to be usable. To keep an item with this kind of curse functioning, one or more of the following conditions must be met.

- Character must eat twice as much as normal.
- Character must sleep twice as much as normal.
- Character must undergo a specific quest (one time only, and then item functions normally thereafter).
- Character must sacrifice (destroy) 100 gp worth of valuables per day.
- Character must sacrifice (destroy) 2,000 gp worth of magic items each week.
- Character must swear fealty to a particular noble or his family.
- Character must discard all other magic items.
- Character must worship a particular deity.
- Character must change his name to a specific name. (The item only works for characters of that name.)
- Character must add a specific class at the next opportunity if not of that class already.
- Character must have a minimum number of ranks in a particular skill.
- Character must sacrifice some part of his life energy (2 points of Constitution) one time. If the character gets the Constitution points back (such as from a *restoration* spell), the item ceases functioning. (The item does not cease functioning if the character receives a Constitution increase caused by level gain, a *wish*, or the use of a magic item.)
- Item must be cleansed with holy water each day.
- Item must be used to kill a living creature each day.
- Item must be bathed in volcanic lava once per month.
- Item must be used at least once a day, or it won't function again for its current possessor.
- Item must draw blood when wielded (weapons only). It can't be put away or exchanged for another weapon until it has scored a hit.
- Item must have a particular spell cast upon it each day (such as *bless*, *atonement*, or *animate objects*).

Requirements are so dependent upon suitability to the item that they should never be determined randomly. An item with a requirement that is also intelligent often imposes its requirement through its personality. If the requirement is not met, the item ceases to function. If it is met, usually the item functions for one day before the requirement must be met again (although some requirements are one time only, others monthly, and still others continuous).

Drawback: Items with drawbacks are usually still beneficial to the possessor (for instance, a weapon with an enhancement bonus continues to benefit its wielder in combat), but they also carry some negative aspect. You might think of them as "give and take" items. Although sometimes drawbacks occur only when the item is used (or held, in the case of some items such as weapons), usually the drawback remains with the character for as long as he has the item.

Roll on the table below to generate a drawback that (unless otherwise indicated) remains in effect as long as the item is in the character's possession.

d%	Drawback
01–04	Character's hair grows 1 inch longer. Only happens once.
05–09	Character either shrinks 1/2 inch (01–50 on d%) or grows that much taller (51–100). Only happens once.
10–13	Temperature around item is 10°F cooler than normal.
14–17	Temperature around item is 10°F warmer than normal.
18–21	Character's hair color changes.
22–25	Character's skin color changes.
26–29	Character now bears some identifying mark (tattoo, weird glow, or the like).
30–32	Character's gender changes.
33–34	Character's race or kind changes.
35	Character is afflicted with a random disease that cannot be cured.
36–39	Item continually emits a disturbing sound (moaning, weeping, screaming, cursing, insults).
40	Item looks ridiculous (garishly colored, silly shape, glows bright pink, . . .).
41–45	Character becomes selfishly possessive about the item.
46–49	Character becomes paranoid about losing the item and afraid of damage occurring to it.
50–51	Character's alignment changes.
52–54	Character must attack nearest creature (5% chance [01–05 on d%] each day).
55–57	Character is stunned for 1d4 rounds once item function is finished (or randomly, 1/day).
58–60	Character's vision is blurry (–2 penalty on attack rolls, saves, and skill checks requiring vision).
61–64	Character gains one negative level.
65	Character gains two negative levels.
66–70	Character must make a Will save each day or take 1 point of Intelligence damage.
71–75	Character must make a Will save each day or take 1 point of Wisdom damage.
76–80	Character must make a Will save each day or take 1 point of Charisma damage.
81–85	Character must make a Fortitude save each day or take 1 point of Constitution damage.
86–90	Character must make a Fortitude save each day or take 1 point of Strength damage.
91–95	Character must make a Fortitude save each day or take 1 point of Dexterity damage.
96	Character is polymorphed into a specific creature (5% chance [01–05 on d%] each day).
97	Character cannot cast arcane spells.
98	Character cannot cast divine spells.
99	Character cannot cast any spells.
100	DM either picks one of the above that's appropriate or creates a drawback specifically for that item.

Completely Different Effect: The DM should choose a negative effect for the item, perhaps using the specific cursed items (see below) as examples. The item may seem to be the item that was originally determined, but at some juncture it displays different properties altogether.

SPECIFIC CURSED ITEMS

The items on Table 7–31: Specific Cursed Items are provided as examples of cursed items. They are given creation prerequisites, should someone want to intentionally create them (although that does not need to be the origin of the item if you choose otherwise). Note, however, two exceptions: The *crystal hypnosis ball* and the *bag of devouring* cannot be created by any known means. The *bag of devouring* is a creature, and the *crystal hypnosis ball* is the tool of powerful NPCs such as liches.

A simple *detect magic* spell yields a misleading aura and strength, often indicating that the item is a noncursed item of similar sort.

Table 7–31: Specific Cursed Items

d%	Item	Market Price
01–05	*Incense of obsession*	200 gp
06–15	*Ring of clumsiness*	500 gp
16–20	*Amulet of inescapable location*	1,000 gp
21–25	*Stone of weight*	1,000 gp
26–30	*Bracers of defenselessness*	1,200 gp
31–35	*Gauntlets of fumbling*	1,300 gp
36–40	*–2 sword, cursed*	1,500 gp
41–43	*Armor of rage*	1,600 gp
44–46	*Medallion of thought projection*	1,800 gp
47–52	*Flask of curses*	2,100 gp
53–54	*Dust of sneezing and choking*	2,400 gp
55	*Helm of opposite alignment*	4,000 gp
56–60	*Potion of poison*	5,000 gp
61	*Broom of animated attack*	5,200 gp
62–63	*Robe of powerlessness*	5,500 gp
64	*Vacuous grimoire*	6,000 gp
65–68	*Spear, cursed backbiter*	7,500 gp
69–70	*Armor of arrow attraction*	9,000 gp
71–72	*Net of snaring*	10,000 gp
73–75	*Bag of devouring*	—
76–80	*Mace of blood*	16,000 gp
81–85	*Robe of vermin*	16,500 gp
86–88	*Periapt of foul rotting*	17,000 gp
89–92	*Sword, berserking*	17,500 gp
93–96	*Boots of dancing*	30,000 gp
97	*Crystal hypnosis ball*	—
98	*Necklace of strangulation*	60,000 gp
99	*Cloak of poisonousness*	62,000 gp
100	*Scarab of death*	80,000 gp

An *identify* spell only has a 1% chance per caster level to reveal a cursed item's true properties, including the cursed aspect. *Analyze dweomer* reveals the true nature of a cursed item.

Amulet of Inescapable Location: This device is typically worn on a chain or as a brooch. It appears, to magical analysis, to prevent location, scrying (*crystal ball* viewing and the like), or detection or influence by *detect thoughts* or telepathy. It seems to be an *amulet of proof against detection and location*. Actually, the amulet gives the wearer a –10 penalty on all saves against divination spells.

Moderate abjuration; CL 10th; Create Wondrous Item, *bestow curse*; Price 1,000 gp.

Armor of Arrow Attraction: Magical analysis indicates that this armor is a normal suit of *+3 full plate*. However, the armor is cursed. It works normally with regard to melee attacks but actually serves to attract ranged weapons. The wearer takes a –15 penalty to AC against any attack by a ranged weapon. The true nature of the armor does not reveal itself until the character is fired upon in earnest—simple experiments (throwing rocks, for example) do not suffice.

Strong abjuration; CL 16th; Craft Magic Arms and Armor, *bestow curse*; Price 9,000 gp.

Armor of Rage: This armor is similar in appearance to *a breastplate of command* and functions as a suit of *+1 full plate*. However, when it is worn, the armor causes the character to take a –4 penalty to Charisma. All unfriendly characters within 300 feet have a +1 morale bonus on attack rolls against him. The effect is not noticeable to the wearer or those affected. (In other words, the wearer does not immediately notice that donning the armor is the cause of his problems, nor do foes understand the reason for the depth of their enmity.)

Strong necromancy; CL 16th; Craft Magic Arms and Armor, *bestow curse*; Price 1,600 gp.

Bag of Devouring: This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a *bag of holding*. The sack is, however, a lure used by an extradimensional creature—in fact, one of its feeding orifices.

Any substance of animal or vegetable nature is subject to "swallowing" if thrust within the bag. The *bag of devouring* is 90% likely to ignore any initial intrusion, but any time thereafter that it senses living flesh within (such as if someone reaches into the bag to pull something out), it is 60% likely to close around the offending member and attempt to draw the whole victim in. The bag has a +8 bonus on grapple checks made to pull someone in.

The bag can hold up to 30 cubic feet of matter. It acts as a *bag of holding type I*, but each hour it has a 5% cumulative chance of swallowing the contents and then spitting the stuff out in some nonspace or on some other plane. Creatures drawn within are consumed in 1 round. The bag destroye the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

Moderate conjuration; CL 17th; In effect, this is a creature and cannot be created; Price n/a.

Boots of Dancing: These boots initially appear and function as one of the other kinds of magic boots (DM's choice). But when the wearer is in (or fleeing from) melee combat, *boots of dancing* impede movement, making him behave as if *Otto's irresistible dance* had been cast upon him. Only a *remove curse* spell enables the wearer to be rid of the boots once their true nature is revealed.

Strong enchantment; CL 16th; Create Wondrous Item, *Otto's irresistible dance*; Price 30,000 gp.

Bracers of Defenselessness: These appear to be *bracers of armor +5* and actually serve as such until the wearer is attacked in anger by an enemy with a Challenge Rating equal to or greater

BEHIND THE CURTAIN: PUTTING CURSED ITEMS IN YOUR GAME

Some DMs decide not to use cursed items because they complicate the discovery process, since all the players are nervous about having their characters try to use newly found items. Other DMs include them for a variation of the same reason: Discovering new items becomes more exciting, because there's always a minor hint of danger.

Items with requirements and drawbacks force players to make difficult decisions, which makes for interesting roleplaying opportunities: "Do I want the *backbiter spear*, even though it occasionally attacks me?"

Don't give out a lot of cursed items that characters can't get rid of in any way—that only becomes annoying to players. While some cursed items are meant to hassle the players a little, too much annoyance detracts from fun game play. Once a player has figured out that his character has a cursed item, most of the time he should just be able to rid himself of it.

And of course, some cursed items aren't really that bad. *Dust of sneezing and choking*, once it's identified, can be a potent weapon. Some players who identify cursed items for what they really are will still try to think of some use for them. Some DMs assume that players will discard cursed items when they can, which is not necessarily the case. Expect most to do so, but don't step on the creativity of those who think of some ingenious use for a cursed item.

Some of the items on the regular magic item tables have drawbacks or limitations but aren't mentioned in this section. That's because either the item is still so good to have that no one would think twice about using it, or the item is too interesting to automatically exclude it from a campaign, even if cursed items aren't used.

than his level. At that moment and thereafter, the bracers cause a –5 penalty to AC. Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.

Moderate conjuration; CL 16th; Create Wondrous Item, *mage armor, bestow curse*; Price 1,200 gp.

Broom of Animated Attack: This item is indistinguishable in appearance from a normal broom. It is identical to a *broom of flying* by all tests short of attempted use. Using it reveals that a *broom of animated attack* is a very nasty item.

If a command ("Fly," "Go," "Giddy-up," or some similar word) is spoken, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting the face with the straw or twig end and beating him with the handle end.

The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round). It attacks with a +5 bonus on each attack roll. The straw end causes a victim to be blinded for 1 round when it hits. The handle deals 1d6 points of damage when it hits. The broom has AC 13, 18 hit points, and hardness 4.

Moderate transmutation; CL 10th; Create Wondrous Item, *fly, animate objects*; Price 5,200 gp.

Cloak of Poisonousness: This cloak is usually made of a woolen material, although it can be made of leather. A *detect poison* spell can reveal the presence of poison impregnated in the cloak's fabric. The garment can be handled without harm, but as soon as it is actually donned the wearer is killed instantly unless he succeeds on a DC 28 Fortitude save.

Once donned, a *cloak of poisonousness* can be removed only with a *remove curse* spell; doing this destroys the magical property of the cloak. If a *neutralize poison* spell is then used, it is possible to revive the victim with a *raise dead* or *resurrection* spell, but not before.

Strong abjuration; CL 15th; Create Wondrous Item, *poison*, and *limited wish* or *miracle*; Price 62,000 gp.

Crystal Hypnosis Ball: This cursed item is indistinguishable from a normal *crystal ball*. However, anyone attempting to use the scrying device becomes fascinated for 1d6 minutes, and a telepathic *suggestion* is implanted in his mind (Will DC 19 negates).

The user of the device believes that the desired creature or scene was viewed, but actually he came under the influence of a powerful wizard, lich, or even some power or being from another plane. (The DM should choose the controller to fit his campaign.) Each further use brings the *crystal hypnosis ball* gazer deeper under the influence of the controller, either as a servant or a tool. The DM decides whether to make this a gradual or sudden affair, according to the surroundings and circumstances peculiar to the finding of the *crystal hypnosis ball* and the character locating it. Note that throughout this time, the user remains unaware of his subjugation.

Moderate divination; CL 17th; In effect, this is a minor artifact and cannot be created; Price n/a.

Dust of Sneezing and Choking: This fine dust appears to be *dust of appearance*. If cast into the air, it causes those within a 20-foot spread to fall into fits of sneezing and coughing. Those failing a DC 15 Fortitude save take 2d6 points of Constitution damage immediately. In addition, those failing a second DC 15 Fortitude save 1 minute later are dealt 1d6 points of Constitution damage. Those who succeed on either saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

Faint conjuration; CL 7th; Create Wondrous Item, *poison*; Price 2,400 gp.

Flask of Curses: This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. When the flask is first unstoppered, all within 30 feet must make a DC 17 Will save or be cursed, taking a –2 penalty on attack rolls, saving throws, and skill checks until a *remove curse* spell is cast upon them.

Moderate conjuration; CL 7th; Create Wondrous Item, *bestow curse*; Price 2,100 gp.

Gauntlets of Fumbling: These gauntlets may be of supple leather or heavy protective material suitable for use with armor (ring, scale, chain, and so on). In the former instance, they appear to be *gloves of Dexterity*. In the latter case, they appear to be *gauntlets of ogre power*. The gauntlets perform according to every test as if they were *gloves of Dexterity* or *gauntlets of ogre power* until the wearer finds herself under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. The gauntlets also lower Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell, a *wish*, or a *miracle*.

Moderate transmutation; CL 7th; Create Wondrous Item, *bestow curse*; Price 1,300 gp.

Helm of Opposite Alignment: This metal hat looks like a typical helmet. When placed upon the head, however, its curse immediately takes effect (Will DC 15 negates). On a failed save, the alignment of the wearer is radically altered to an alignment as different as possible from the former alignment—good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG). Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook. A character who succeeds on his save can continue to wear the helmet without suffering the effect of the curse, but if he takes it off and later puts it on again, another save is required. The curse only works once; that is, a character whose alignment has been changed cannot change it again by donning the helmet a second time.

Only a *wish* or a *miracle* can restore former alignment, and the affected individual does not make any attempt to return to the former alignment. (In fact, he views the prospect with horror and avoids it in any way possible.) If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated. When a *helm of opposite alignment* has functioned once, it loses its magical properties.

Strong transmutation; CL 12th; Create Wondrous Item, creator must be 12th level; Price 4,000 gp; Weight 3 lb.

Incense of Obsession: These blocks of incense appear to be *incense of meditation*. If meditation and prayer are conducted while *incense of obsession* is burning nearby, its odor and smoke cause the user to become totally confident that his spell ability is superior, due to the magic incense. The user is determined to use his spells at every opportunity, even when not needed or when useless. The user remains obsessed with his abilities and spells until all have been used or cast, or until 24 hours have elapsed.

Moderate enchantment; CL 6th; Create Wondrous Item, *bestow curse*; Price 200 gp.

Mace of Blood: This *+3 heavy mace* must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a DC 13 Will save every day it is within his possession or become chaotic evil.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, creator must be at least 9th level and chaotic evil; Price 16,000 gp.

Medallion of Thought Projection: This device seems like a *medallion of thoughts*, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring a DC 15 Will save to sort out. However, while the user thinks he is picking up the thoughts of others, all he is really hearing are figments created by the medallion itself. These illusory thoughts always seem plausible and thus can seriously mislead any who rely upon them. What's worse, unknown to him, the cursed medallion actually broadcasts his thoughts to creatures in the path of the beam, thus alerting them to his presence.

Faint divination; CL 7th; Create Wondrous Item, *detect thoughts, ghost sound*; Price 1,800 gp.

Necklace of Strangulation: A *necklace of strangulation* appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a *miracle* or a *wish*, can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, dealing 6 points of damage per round. It cannot be removed by any means short of a *limited wish*, *wish*, or *miracle* and remains clasped around the victim's throat even after his death. Only when he has decayed to a dry skeleton (after approximately one month) does the necklace loosen, ready for another victim.

Strong conjuration; CL 18th; Create Wondrous Item, *slay living*; Price 60,000 gp.

Net of Snaring: This net provides a +3 bonus on attack rolls but can only be used underwater, thus making it a somewhat useful item rather than what most would really call a cursed item. Underwater, it can be commanded to shoot forth up to 30 feet to trap a creature.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *freedom of movement*; Price 10,000 gp.

Periapt of Foul Rotting: This engraved gem appears to be of little value. If any character keeps the periapt in his possession for more than 24 hours, he contracts a terrible rotting affliction that permanently drains 1 point of Dexterity, Constitution, and Charisma every week. The periapt (and the affliction) can be removed only by application of a *remove curse* spell followed by a *cure disease* and then a *heal*, *miracle*, *limited wish*, or *wish* spell. The rotting can also be countered by crushing a *periapt of health* and sprinkling its dust upon the afflicted character (a full-round action), whereupon the periapt of foul rotting likewise crumbles to dust.

Faint abjuration; CL 10th; Create Wondrous Item, *contagion*; Price 17,000 gp.

Potion of Poison: This potion has lost its once beneficial magical abilities and has become a potent poison. The imbiber must make a DC 16 Fortitude save or take 1d10 points of Constitution damage. A minute later he must save again (DC 16) or take 1d10 points of Constitution damage.

Moderate conjuration; CL 12th; Craft Wondrous Item, *poison*; Price 5,000 gp.

Robe of Powerlessness: A *robe of powerlessness* appears to be a magic robe of another sort. As soon as a character dons this garment, he takes a –10 penalty to Strength and Intelligence, forgetting spells and magic knowledge accordingly. The robe can be removed easily, but in order to restore mind and body, the character must receive a *remove curse* spell followed by *heal*.

Moderate transmutation; CL 13th; Create Wondrous Item, *bestow curse*, *permanency*; Price 5,500 gp.

Robe of Vermin: The wearer notices nothing unusual when the robe is donned, other than that it offers great magical defense (as a *cloak of resistance +4*). However, as soon as he is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe, and generally show signs of the extreme discomfort caused by the bites and movement of these pests.

The wearer takes a –5 penalty on initiative checks and a –2 penalty on all attack rolls, saves, and skill checks. If he tries to cast a spell, he must make a Concentration check (DC 20 + spell level) or lose the spell.

Moderate abjuration; CL 13th; Create Wondrous Item, *summon swarm*, creator must be at least 13th level; Price 16,500 gp.

Ring of Clumsiness: This ring operates exactly like a *ring of feather falling*. However, it also makes the wearer clumsy. He takes a –4 penalty to Dexterity and has a 20% chance of spell failure when trying to cast any arcane spell that has a somatic component. (This chance of spell failure stacks with other arcane spell failure chances.)

Strong transmutation; CL 15th; Forge Ring, *feather fall*, *bestow curse*; Price 500 gp.

Scarab of Death: This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried by a living creature for 1 minute, it changes into a horrible burrowing beetlelike creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. A DC 25 Reflex save allows the wearer to tear the scarab away before it burrows out of sight, but he still takes 3d6 points of damage. The beetle then returns to its scarab form. Placing the scarab in a container of wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.

Strong abjuration; CL 19th; Create Wondrous Item, *slay living*; Price 80,000 gp.

Spear, Cursed Backbiter: This is a *+2 shortspear*, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages its wielder instead of his intended target. When the curse takes effect, the spear curls around to strike its wielder in the back, automatically dealing the damage to the wielder. The curse even functions when the spear is hurled, and in such a case the damage to the hurler is doubled.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *bestow curse*; Price 7,500 gp.

Stone of Weight (Loadstone): This stone appears to be a dark, smoothly polished stone. It reduces the possessor's base land speed to one-half of normal. Once picked up, the stone cannot be disposed of by any nonmagical means—if it is thrown away or smashed, it reappears somewhere on his person. If a *remove curse* spell is cast upon a *loadstone*, the item may be discarded normally and no longer haunts the individual.

Faint transmutation; CL 5th; Create Wondrous Item, *slow*; Price 1,000 gp.

–2 Sword, Cursed: This longsword performs well against targets in practice, but when used against an opponent in combat, it causes its wielder to take a –2 penalty on attack rolls.

All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit. After one week in a character's possession, the sword always forces that character to employ it rather than another weapon. The sword's owner automatically draws it and fights with it even when he meant to draw or ready some other weapon. The sword can be gotten rid of only by means of *limited wish*, *wish*, or *miracle*.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *bestow curse*, and *limited wish* or *miracle*; Price 1,500 gp.

Sword, Berserking: This item appears to have the characteristics of a *+2 greatsword*. However, whenever the sword is used in battle, its wielder goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). He attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet. Although many see this sword as a cursed object, others see it as a boon.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *rage*, *bestow curse*; Price 17,500 gp.

Vacuous Grimoire: A book of this sort looks like a normal one on some mildly interesting topic. Any character who opens the work and reads so much as a single word therein must make two DC 15 Will saves. The first is to determine if the reader takes 1 point of permanent Intelligence drain. The second is to find out if the reader takes 2 points of permanent Wisdom drain. To destroy the book, a character must burn it while casting *remove curse*. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those other works.

Strong enchantment; CL 20th; Create Wondrous Item, *feeblemind*; Price 6,000 gp.

Selling Cursed Items

Suppose you have planted an *amulet of inescapable location* in a treasure hoard, and the characters have snapped it up—but they believe it to be an *amulet of proof against detection and location*.

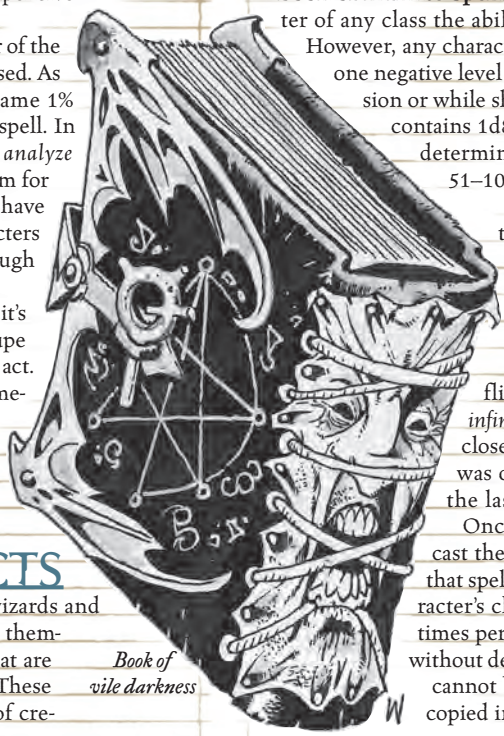
Now, the characters are back in town and divvying up treasure. They decide to sell the amulet, expecting to get half of the hefty 35,000 gp market price. What do you do?

Alternatively, the characters know that the item is cursed and want to try to sell it off as its much more expensive noncursed version. What happens next?

First, remember that the prospective buyer of the item has a chance of knowing the item is cursed. As a good rule of thumb, give the buyer the same 1% chance per level as any caster of the *identify* spell. In some cases, the buyer may have access to *analyze dweomer*, which always identifies a cursed item for what it is. A buyer may be willing to pay to have the spell cast, or may demand that the characters pay for such a casting, before he will go through with the deal.

The characters should be aware (although it's not up to you to tell them) that trying to dupe someone into buying a cursed item is an evil act.

They should also consider the fact that someone who bought an item from them that turned out to be cursed will usually seek reparations ranging from a full refund to bloody, deadly vengenance.



Book of vile darkness

ARTIFACTS

The misty past holds many secrets. Great wizards and powerful clerics, not to mention the deities themselves, have used spells and created items that are beyond the ken of present-day knowledge. These items survive as artifacts, but their means of creation are long gone.

Artifacts are extremely powerful. Rather than merely another form of magic equipment, they are the sorts of legendary relics that whole campaigns can be based on. Each could be the center of a whole set of adventures—a quest to recover it, a fight against a opponent wielding it, a mission to cause its destruction, and so on.

No table has been included to randomly generate specific artifacts, since these items should only enter a campaign through deliberate choice on your part.

MINOR ARTIFACTS

Minor artifacts are not necessarily unique items. Even so, they are magic items that no longer can be created, at least by common mortal means.

Minor Artifact Descriptions

Described below is a selection of the most well-known (not necessarily the most numerous) minor artifacts.

Book of Exalted Deeds: This holy book is sacred to divine spellcasters of good alignment (LG, NG, CG). Study of the work requires one week, but upon completion a good spellcaster gains a +1 inherent bonus to Wisdom and one experience level—receiving enough XP to put the character's XP total midway between the minimum needed for his new (higher) level and the minimum needed for the level beyond that.

Divine spellcasters neither good nor evil (LN, N, CN) lose 2d6×1,000 XP for perusing the work. Evil divine spellcasters (LE, NE, CE) lose twice that amount. In addition, they have to atone (see the *atonement* spell) in order to gain further experience.

Nonspellcasters who handle or read the book are unaffected. Arcane spellcasters who read it take 1 point of permanent Intelligence drain and lose 1d6×1,000 XP unless they make a DC 15 Will save.

Except as indicated above, the writing in a *book of exalted deeds* can't be distinguished from any other magic book, libram, tome, or so on until perused. Once read, the book vanishes, and the same character can never benefit from reading another *book of exalted deeds*.

Strong evocation [good]; CL 19th; Weight 3 lb.

Book of Infinite Spells: This work bestows upon any character of any class the ability to use the spells within its pages. However, any character not already able to use spells gains one negative level for as long as the book is in her possession or while she uses its power. A *book of infinite spells* contains 1d8+22 pages. The nature of each page is determined by a dice roll: 01–50, arcane spell; 51–100, divine spell.

Determine the exact spell by using the tables for determining major scroll spells (the third column on Table 7–22: Scroll Spell Levels, along with Table 7–23: Arcane Spell Scrolls and Table 7–24: Divine Spell Scrolls).

Once a page is turned, it can never be flipped back—paging through a *book of infinite spells* is a one-way trip. If the book is closed, it always opens again to the page it was on before the book was closed. When the last page is turned, the book vanishes.

Once per day the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the character's class spell list, he can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be cast as scroll spells, nor can they be copied into a spellbook—their magic is bound up permanently within the book itself.

The owner of the book need not have the book on his person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast, there is a chance that the energy connected with its use causes the page to magically turn despite all precautions. The owner knows this and may even benefit from the turning by gaining access to a new spell. The chance of a page turning depends on the spell the page contains and what sort of spellcaster the owner is.

Condition	Chance of Page Turning
Caster employing a spell usable by own class and level	10%
Caster employing a spell not usable by own class and level	20%
Nonspellcaster employing divine spell	25%
Nonspellcaster employing arcane spell	30%

Treat each spell use as if a scroll were being employed, for purposes of determining casting time, spell failure, and so on.

Strong (all schools); CL 18th; Weight 3 lb.

Book of Vile Darkness: This is a work of ineffable evil—meat and drink to divine spellcasters of that alignment (LE, NE, CE). To fully consume the contents requires one week of study. Once this has been accomplished, an evil spellcaster gains a +1 inherent bonus to Wisdom and one experience level—receiving enough XP to put the character's XP total midway between the minimum needed for his new (higher) level and the minimum needed for the level beyond that.

All lawful neutral, neutral, or chaotic neutral characters who touch the book take 5d4 points of damage, and reading its pages

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causes them to become evil (Will DC 13 negates). Such converts immediately seek out an evil cleric to confirm their new alignment (with an *atonement* spell).

Divine spellcasters neither good nor evil (LN, N, CN) who read the book either lose 2d6×1,000 XP (01–50 on d%) or become evil without benefit from the book (51–100). Good divine spellcasters (LG, NG, CG) perusing the pages of the *book of vile darkness* have to make a DC 16 Fortitude save or die. If they do not die, they must succeed on a DC 15 Will save or suffer from a continuous *confusion* effect (per the *insanity* spell). In the latter event, even if the save is successful, the character loses 20,000 XP, minus 1,000 for each point of Wisdom he has. (This calculation cannot result in an XP gain.)

Other characters of good alignment take 5d6 points of damage from just handling the tome. If such a character looks inside, there is an 80% chance that an evil outsider attacks the character that night.

Strong evocation [evil]; CL 19th; Weight 3 lb.

Deck of Many Things: A *deck of many things* (both beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a *deck of many things* who wishes to draw a card must announce how many cards he will draw before he begins. Cards must be drawn within 1 hour of each other, and a character can never again draw from this deck any more cards than he has announced. If the character does not willingly draw his allotted number (or if he is somehow prevented from doing so), the cards flip out of the deck on their own. *Exception:* If the jester is drawn, the possessor of the deck may elect to draw two additional cards.

Deck of many things

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the jester or the fool, in which case the card is discarded from the pack. A *deck of many things* contains 22 cards. To simulate the magic cards, you may want to use tarot cards, as indicated in the second column of the accompanying table. If no tarot deck is available, substitute ordinary playing cards instead, as indicated in the third column. The effects of each card, summarized on the table, are fully described below.

Balance: As in "weighed in the balance and found wanting," the character must change to a radically different alignment. If the character fails to act according to the new alignment, he gains a negative level.

Comet: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character gains enough XP to attain the next experience level.

Donjon: This card signifies imprisonment—either by the *imprisonment* spell or by some powerful being, at the DM's option. All gear and spells are stripped from the victim in any case. Whether these items are recoverable is, likewise, up to the DM. Draw no more cards.

Euryale: The medusalike visage of this card brings a curse that only the fates card or a deity can remove. The –1 penalty on all saving throws is otherwise permanent.

Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character who drew the card; other party members may have to endure the situation.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The

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Deck of Many Things

Plaque	Tarot Card	Playing Card	Summary of Effect
Balance	XI. Justice	Two of spades	Change alignment instantly.
Comet	Two of swords	Two of diamonds	Defeat the next monster you meet to gain one level.
Donjon	Four of swords	Ace of spades	You are *imprisoned*.
Euryale	Ten of swords	Queen of spades	–1 penalty on all saving throws henceforth.
The Fates	Three of cups	Ace of hearts	Avoid any situation you choose . . . once.
Flames	XV. The Devil	Queen of clubs	Enmity between you and an outsider.
Fool	0. The Fool	Joker (with trademark)	Lose 10,000 experience points and you must draw again.
Gem	Seven of cups	Two of hearts	Gain your choice of twenty-five pieces of jewelry or fifty gems.
Idiot	Two of pentacles	Two of clubs	Lose Intelligence (permanent drain). You may draw again.
Jester	XII. The Hanged Man	Joker (without trademark)	Gain 10,000 XP or two more draws from the deck.
Key	V. The Hierophant	Queen of hearts	Gain a major magic weapon.
Knight	Page of swords	Jack of hearts	Gain the service of a 4th-level fighter.
Moon	XVIII. The Moon	Queen of diamonds	You are granted 1d4 wishes.
Rogue	Five of swords	Jack of spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of spades	Immediately lose all wealth and real property.
Skull	XIII. Death	Jack of clubs	Defeat dread wraith or be forever destroyed.
Star	XVII. The Star	Jack of diamonds	Immediately gain a +2 inherent bonus to one ability score.
Sun	XIX. The Sun	King of diamonds	Gain beneficial medium wondrous item and 50,000 XP.
Talons	Queen of pentacles	Ace of clubs	All magic items you possess disappear permanently.
Throne	Four of staves	King of hearts	Gain a +6 bonus on Diplomacy checks plus a small keep.
Vizier	IX. The Hermit	Ace of diamonds	Know the answer to your next dilemma.
The Void	Eight of swords	King of clubs	Body functions, but soul is trapped elsewhere.

enmity of the outsider can't be ended until one of the parties has been slain. Determine the outsider randomly, and assume that it attacks the character (or plagues his life in some way) within 1d20 days.

Fool: The payment of XP and the redraw are mandatory. This card is always discarded when drawn, unlike all others except the jester.

Gem: This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp, the gems 1,000 gp value each.

Idiot: This card causes the drain of 1d4+1 points of Intelligence immediately. The additional draw is optional.

Jester: This card is always discarded when drawn, unlike all others except the fool. The redraws are optional.

Key: The magic weapon granted must be one usable by the character; use the weapon tables beginning with Table 7–10: Weapon Type Determination until a useful item is awarded. It suddenly appears out of nowhere in the character's hand.

Knight: The fighter appears out of nowhere and serves loyally until death. He is of the same race (or kind) and gender as the character. (See Chapter 4 of this book for typical NPC statistics for a 4th-level fighter.)

Moon: This card sometimes bears the image of a moonstone gem with the appropriate number of *wishes* shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of *wishes* (full = four; gibbous = three; half = two; quarter = one). These *wishes* are the same as those granted by the 9th-level wizard spell and must be used within a number of minutes equal to the number received.

Rogue: When this card is drawn, one of the character's NPC friends (preferably a cohort) is totally alienated and forever after hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

Ruin: As implied by its name, when this card is drawn, all nonmagical possessions of the drawer are lost.

Skull: A dread wraith (see page 258 of the *Monster Manual*) appears. Treat this creature as an unturnable undead. The character must fight it alone—if others help, they get dread wraiths to fight as well. If the character is slain, he is slain forever and cannot be revived, even with a *wish* or a *miracle*.

Star: The 2 points are added to any ability the character chooses. They cannot be divided among two abilities.

Sun: Roll for a medium wondrous item (Table 7–28: Medium Wondrous Items) until a useful item is indicated.

Talons: When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably gone.

Throne: The character becomes a true leader in people's eyes. The castle gained appears in any open area he wishes (but the decision where to place it must be made within 1 hour).

Vizier: This card empowers the character drawing it with the one-time ability to call upon a source of wisdom to solve any single problem or answer fully any question upon his request. The query or request must be made within one year. Whether the information gained can be successfully acted upon is another question entirely.

The Void: This black card spells instant disaster. The character's body continues to function, as though comatose, but his psyche is trapped in a prison somewhere—in an object on a far plane or planet, possibly in the possession of an outsider. A *wish* or a *miracle* does not bring the character back, instead merely revealing the plane of entrapment. Draw no more cards.

Strong (all schools); CL 20th.

Hammer of Thunderbolts: This *+3 Large returning warhammer* deals 4d6 points of damage on any hit. Further, if the wielder wears a *belt of giant strength* and *gauntlets of ogre power* and he knows that the hammer is a *hammer of thunderbolts* (not just a *+3 warhammer*), the weapon can be used to full effect: It gains a total +5 enhancement bonus, allows all *belt* and *gauntlet* bonuses to stack (only when using this weapon), and strikes dead any giant upon whom it scores a hit (Fortitude DC 20 negates the death effect but not the damage).

When hurled, on a successful attack the hammer emits a great noise, like a clap of thunder, causing all creatures within 90 feet to be stunned for 1 round (Fortitude DC 15 negates). The hammer's range increment is 30 feet.

Strong evocation, necromancy, and transmutation; CL 20th; Weight 15 lb.

Philosopher's Stone: This rare substance appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open (break DC 20), a cavity is revealed at the stone's heart. This cavity is lined with a magical type of quicksilver that enables any arcane spellcaster to transmute base metals (iron and lead) into silver and gold. A single *philosopher's stone* can turn from up to 5,000 pounds of iron into silver, or up to 1,000 pounds of lead into gold. However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any *cure* potion while the substance is still potent, it creates a special *oil of life* that acts as a *true resurrection* spell for any dead body it is sprinkled upon.

Strong transmutation; CL 20th; Weight 3 lb.

Sphere of Annihilation: A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. The object is actually a hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character.

A *sphere of annihilation* is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort (think of this as a mundane form of telekinesis, too weak to move actual objects but a force to which the sphere, being weightless, is sensitive). A character's ability to gain control of a *sphere of annihilation* (or to keep controlling one) is based on the result of a control check against DC 30 (a move action). A control check is 1d20 + character level + character Int modifier. If the check succeeds, the character can move the sphere (perhaps to bring it into contact with an enemy) as a free action.

Control of a sphere can be established from as far away as 40 feet (the character need not approach too closely). Once control is established, it must be maintained by continuing to make control checks (all DC 30) each round. For as long as a character maintains control (does not fail a check) in subsequent rounds, he can control the sphere from a distance of 40 feet + 10 feet per character level. The sphere's speed in a round is 10 feet +5 feet for every 5 points by which the character's control check result in that round exceeded 30.

If a control check fails, the sphere slides 10 feet in the direction of the character attempting to move it.

If two or more creatures vie for control of a *sphere of annihilation*, the rolls are opposed. If none are successful, the sphere slips toward the one who rolled lowest.

Should a *gate* spell be cast upon a *sphere of annihilation*, there is a 50% chance (01–50 on d%) that the spell destroys it, a 35% chance (51–85) that the spell does nothing, and a 15% chance (86–100) that a gap is torn in the spatial fabric, catapulting everything within a 180-foot radius into another plane (see page 151 for a way to determine this randomly). If a *rod of cancellation* touches a *sphere of annihilation*, they negate each other in a tremendous explosion. Everything within a 60-foot radius takes 2d6×10 points of damage. *Dispel magic* and *Mordenkainen's disjunction* have no effect on a sphere.

See also *talisman of the sphere* (below).

Strong transmutation; CL 20th.

Staff of the Magi: A long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions. Some of its powers use charges, while others don't. The following powers do not use charges:

- *Detect magic*
- *Enlarge person* (Fortitude DC 15 negates)
- *Hold portal*
- *Light*
- *Mage armor*
- *Mage hand*

The following powers drain 1 charge per usage:

- *Dispel magic*
- *Fireball* (10d6 damage, Reflex DC 17 half)
- *Ice storm*
- *Invisibility*
- *Knock*
- *Lightning bolt* (10d6 damage, Reflex DC 17 half)
- *Passwall*
- *Pyrotechnics* (Will or Fortitude DC 16 negates)
- *Wall of fire*
- *Web*

These powers drain 2 charges per usage:

- *Monster summoning IX*
- *Plane shift* (Will DC 21 negates)
- *Telekinesis* (400 lb. maximum weight; Will DC 19 negates)

A *staff of the magi* gives the wielder spell resistance 23. If this is willingly lowered, however, the staff can also be used to absorb arcane spell energy directed at its wielder, as a *rod of absorption* (page 234) does. Unlike the rod, this staff converts spell levels into charges rather than retaining them as spell energy usable by a spellcaster. If the staff absorbs enough spell levels to exceed its limit of 50 charges, it explodes as if a retributive strike had been performed (see below). The wielder has no idea how many spell levels are cast at him, for the staff does not communicate this knowledge as a *rod of absorption* does. (Thus, absorbing spells can be risky.)

Retributive Strike: A *staff of the magi* can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. All within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. A DC 17 Reflex save reduces damage by half.

The character breaking the staff has a 50% chance (01–50 on d%) of traveling to another plane of existence (see Table 5–7, page 151), but if he does not (51–100), the explosive release of spell energy destroys him. Only specific items, including the *staff of the magi* and the *staff of power* (page 245), are capable of a retributive strike.

Strong (all schools); CL 20th; Weight 5 lb.

Talisman of Pure Good: A good (LG, NG, CG) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of an evil (LE, NE, CE) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed (DM's discretion), the evil character gains a DC 19 Reflex saving throw to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function. (In the air, in a high tower, or on a ship are all places of safety against this otherwise potent item.)

A *talisman of pure good* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, he takes 6d6 points of damage. If an evil divine spellcaster touches one, he takes 8d6 points of damage. All other characters are unaffected by the device.

Strong evocation [good]; CL 18th.

Talisman of the Sphere: This small adamantine loop and handle are useless to those unable to cast arcane spells. Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a talisman of this sort. However, when held by an arcane spellcaster who is concentrating on control of a *sphere of annihilation* (page 279), a *talisman of the sphere* doubles the character's modifier on his control check (doubling both his Intelligence bonus and his character level for this purpose).

If the wielder of a talisman establishes control, he need check for maintaining control only every other round thereafter. If control is not established, the sphere moves toward him. Note that while many spells and effects of cancellation have no effect upon a *sphere of annihilation*, the talisman's power of control can be suppressed or canceled.

Strong transmutation; CL 16th; Weight 1 lb.

Talisman of Ultimate Evil: An evil (LE, NE, CE) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of a good (LG, NG, CG) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be evil, and if he is not exceptionally foul and perverse in the sights of his evil deity (DM's discretion), the good character gains a DC 19 Reflex save to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function. (In the air, in a high tower, or on a ship are all places of safety against this otherwise potent item.)

A *talisman of ultimate evil* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, he takes 6d6 points of damage. If a good divine spellcaster touches one, he takes 8d6 points of damage. All other characters are unaffected by the device.

Strong evocation [evil]; CL 18th.

Talisman of Zagy: A talisman of this sort appears the same as a *stone of controlling earth elementals*. Its powers are quite different, however, and dependent on the Charisma of the individual holding the talisman. Whenever a character touches a *talisman of Zagy*, he must make a DC 15 Charisma check.

If he fails, the device acts as a *stone of weight* (page 276). Discarding or destroying it results in 5d6 points of damage to the character and the disappearance of the talisman.

If he succeeds, the talisman remains with the character for 5d6 hours, or until a *wish* is made with it, whichever comes first. It then disappears.

If he rolls a natural 20, the character finds it impossible to be rid of the talisman for as many months as he has points of Charisma. In addition, the artifact grants him one *wish* for every 6 points of the character's Charisma. It also grows warm and throbs whenever its possessor comes within 20 feet of a mechanical or magic trap. (If the talisman is not held, its warning heat and pulses are of no avail.)

Regardless of which reaction results, a *talisman of Zagy* disappears when its time period expires, leaving behind a 10,000 gp diamond in its stead.

Strong conjuration; CL 20th; Weight 1 lb.

MAJOR ARTIFACTS

Major artifacts are unique items—only one of each such item exists. Each has a long history, and the tales told of them are fantastic . . . and usually fraught with error and misconception. Major artifacts are secretive things, their current whereabouts unknown, waiting to be found and once again unleashed upon the world.

Never introduce a major artifact into a campaign without careful consideration. These are the most potent of magic items, capable of altering the balance of a campaign.

Unlike all other magic items, major artifacts are not easily destroyed. Each should have only a single, specific means of destruction, determined ahead of time by you. For example, a specific artifact might be undone by one of the following means:

- Throwing it into the volcano lair of the dragon Uthrax.
- Crushed under the heel of a demigod.
- Buried in the Rift of Corrosion in the Abyss.
- Disintegrated while placed at the base of the Infinite Staircase.
- Devoured by Talos, the triple iron golem.
- Immersed in the Fountain of Light in the holy Halls of Heironeous himself.

Because the means of destruction of a major artifact are so difficult, such an item is often buried in a deep vault, thrown into the Astral Plane, or placed behind extremely powerful and untiring guardians by those without the power, knowledge, or wherewithal to destroy it.

Major Artifact Descriptions

The artifacts presented here are meant to be examples. Artifacts should be tailored to fit your individual campaign and its history: The discovery of a major artifact should be a campaign-defining moment. Feel free to change the powers of the example artifacts given here in order to customize these artifacts to your campaign.

The Hand and Eye of Vecna: The archlich Vecna may have been the most powerful wizard ever to have lived. He may also have been the most evil. Apparently risen now to deityhood, he left behind relics embodying remnants of his power—the mummified remains of his hand and his eye.

Powers of the Eye: In order to function, the *Eye of Vecna* must be placed in the empty socket of a character's skull. The bearer of the *Eye* loses 2 points of Charisma, and these points may never be restored. The *Eye* may not thereafter be removed without resulting in the death of its host. It grants the host continuous *darkvision* and *true seeing*. Three times per day each, the host can use the spells *eyebite* and *dominate person*. Once per day, the bearer of the *Eye* can call forth *destruction* and *unhallow*. A nonevil character must make a DC 17 Will save each week to avoid becoming evil. All powers are at caster level 20th, and all DCs to resist their effects are 20.

Powers of the Hand: In order to function, the *Hand of Vecna* must be placed on the end of a left arm whose original hand has been severed. The bearer of the *Hand* loses 2 points of Dexterity that may never be regained. Removal of the hand thereafter always results in the death of the host. The touch of the *Hand*, once so placed, deals 1d10 points of cold damage to a target. Three times per day, its touch can permanently drain 1 ability score point (host's choice of ability) from a victim. The host gains the points drained for the rest of that day. (They last until the next sunrise.) Once per day, the bearer of the *Hand* can call upon *blasphemy* and *unholy aura*. A nonevil character must make a DC 17 Will save each week to avoid becoming evil. All powers are at caster level 20th, and all DCs to resist their effects are 20.

Powers with Both Artifacts: If a single character bears both the *Hand of Vecna* and the *Eye of Vecna*, the DC to resist all powers of both items increases to 25. The host gains +2 to Strength and +2 to Intelligence but takes a –2 penalty to Wisdom. He can call upon *summon monster IX* once per day (to summon evil outsiders only). A nonevil character who possesses both items must make a DC 23 Will save each week to avoid becoming evil.

The Mace of Cuthbert: St. Cuthbert, tales say, once walked the earth as a man. When he did, he used a potent weapon to strike against the infidels and evil beings he encountered everywhere he went. Today, this relic appears to be a simple, well-used cudgel, but its simple appearance hides great power. The *Mace of Cuthbert* has a +5 enhancement bonus and functions as a heavy mace with the holy, lawful, and disruption special abilities. The wielder can project *searing light* from the mace at will, at caster level 20th.

The Moaning Diamond: Said to have been ripped from the ground in a ritual that tortured the earth itself, the *Moaning Diamond* appears to be an uncut diamond the size of a human fist. At all times, it gives forth a baleful moaning sound, as if in pain. Despite the noise, the *Moaning Diamond* is not evil (although it was birthed in torture). The wielder of the stone can, three times per day, call upon it to reshape earth and stone as if by the spell *stone shape*, affecting 5,000 cubic feet of material. The *Moaning Diamond* can summon an elder earth elemental with maximum hit points that serves the caster until it is slain. Only one such elemental can be summoned at a time; if it is slain, a new creature cannot be summoned for 24 hours. Tales from the past tell of the *Moaning Diamond* creating stone structures, opening underground chambers where there had been none before, and collapsing entire castles.

The Orbs of Dragonkind: These fabled *Orbs* were created eons ago in order to master dragons in the great Dragon Wars. Each contains the essence and personality of an ancient dragon of a different variety (one for each of the major ten different chromatic and metallic dragons). The bearer of an *Orb* can *dominate* dragons of its particular variety within 500 feet (as *dominate monster*), the dragon being forced to make a DC 25 Will save to resist. (Spell resistance is not useful against this effect.) Each *Orb of Dragonkind* bestows upon the wielder the AC and saving throw bonuses of the dragon within (see the *Monster Manual* for details on each dragon variety). These values replace whatever values the character would otherwise have, whether they are better or worse. These values cannot be modified by any means short of ridding the character of the *Orb*. A character possessing an *Orb of Dragonkind* is immune to the breath weapon—but only the breath weapon—of the dragon variety keyed to the *Orb*. Thus, the possessor of the *Red Dragon Orb of Dragonkind* is immune to red dragon breath, but not fire of any other sort. Finally, a character possessing an *Orb* can herself use the breath weapon of the dragon in the *Orb* three times per day (see the *Monster Manual*).

All *Orbs of Dragonkind* can be used to communicate verbally and visually with the possessors of the other *Orbs*. The owner of an *Orb* knows whether there are dragons within 10 miles at all times. For dragons of the *Orb*'s particular variety, the range is 100 miles. If within 1 mile of a dragon of the *Orb*'s variety, the wielder can determine the exact location and age of the creature. The bearer of one of these *Orbs* earns the enmity forever of all dragonkind for profiting by the enslavement of one of their kin, even if he later loses the item.

Each *Orb* also has an individual power that can be invoked once per round at 10th caster level.

- *Black Dragon Orb: Fly* (Will DC 17 negates).
- *Blue Dragon Orb: Haste* (Fortitude DC 17 negates).
- *Brass Dragon Orb: Teleport* (Will DC 19 negates).
- *Bronze Dragon Orb: Scrying* (Will DC 18 negates).
- *Copper Dragon Orb: Suggestion* (Will DC 17 negates).
- *Gold Dragon Orb:* The owner of the gold *Orb* can call upon any power possessed by one of the other *Orbs*—including the *dominate* and breath weapon abilities but not AC, save bonuses, or breath weapon immunity—but can only use an individual power once per day. He can use *dominate* on any other possessor of an *Orb* within 1 mile (Will DC 23 negates).
- *Green Dragon Orb: Spectral hand.*
- *Red Dragon Orb: Wall of fire.*
- *Silver Dragon Orb: Cure critical wounds* (Will DC 18 half).
- *White Dragon Orb: Protection from energy* (*cold*) (Fortitude DC 17 negates).

The Shadowstaff: This artifact was crafted centuries ago, weaving together the wispy strands of shadow itself into a twisted black staff. The *Shadowstaff* makes the wielder slightly shadowy and incorporeal, granting him a +4 bonus to AC and Reflex saves (which stacks with any other bonuses). However, in bright light (such as that of the sun, but not a torch) or in absolute darkness, the wielder takes a –2 penalty on all attack rolls, saves, and checks. The *Shadowstaff* also has these powers.

- *Summon Shadows:* Three times per day the staff may summon 2d4 shadows (see page 221 of the *Monster Manual*). Immune to

turning, they serve the wielder as if called by a *summon monster V* spell cast at 20th level.

- *Summon Nightshade:* Once per month, the staff can summon a nightcrawler nightshade (see page 195 of the *Monster Manual*) that serves the wielder as if called by a *summon monster IX* spell cast at 20th level.
- *Shadow Form:* Three times per day the wielder can become a living shadow, with all the movement powers granted by the *gaseous form* spell.
- *Shadow Bolt:* Three times per day the staff can project a ray attack that deals 10d6 points of cold damage to a single target. The shadow bolt has a range of 100 feet.

The Shield of Prator: A hero of old, the paladin Prator bore this relic in many a valiant battle. The *Shield of Prator* disappeared when Prator fell in the Battle of the Three Hells, although it has reportedly surfaced briefly from time to time since then. This *+5 heavy steel shield*, emblazoned with the symbol of the sun, allows the wielder to cast spells as if he were a 20th-level paladin with a Wisdom score of 20. The spells gained are cumulative with any existing spells per day that the character might have, even if she's already a paladin. The *Shield of Prator* also grants spell resistance 15 to its wielder. It absorbs the first 10 points of damage from any energy attack (fire, cold, acid, electricity, or sonic). In return for all this, once per year the shield's owner must undertake a quest (no saving throw to avoid) at the behest of a lawful good deity.

A character who is evil or chaotic (LE, NE, CE, CN, CG) gains four negative levels if he attempts to use this artifact. Although these negative levels never results in actual level loss, they remain as long as the shield is in hand and cannot be overcome in any way (including *restoration* spells). The negative levels disappear when the shield is stowed or leaves the wearer's possession.

The Sword of Kas: The vampire Kas was the dreaded lieutenant of Vecna. He used this mighty blade, created by his master, to betray and attack the archlich, cutting off his hand and eye in a terrible battle before Vecna destroyed him. Only his sword survived, and it is said to forever seek vengeance against Vecna. The *Sword of Kas* is a *+6 unholy keen vorpal longsword*. It grants the wielder a +10 enhancement bonus to Strength. The sword is intelligent (Int 15, Wis 13, Cha 16, Ego 34) and chaotic evil. It can be used to cast the following spells, once per day each: *call lightning* (10d6 points of damage, Reflex DC 14 half), *blasphemy*, and *unhallow*. Once per week it can be used to *slay living*.

CREATING MAGIC ITEMS

To create magic items, spellcasters use special feats. They invest time, money, and their own personal energy (in the form of experience points) in an item's creation. For details on creating the different types of magic items, see the appropriate section below as well as the information on item creation feats in Chapter 5: Feats, in the *Player's Handbook*.

Note that all items have prerequisites in their descriptions. These prerequisites must be met for the item to be created. Most of the time, they take the form of spells that must be known by the item's creator (although access through another magic item or spellcaster is allowed).

While item creation costs are handled in detail elsewhere, note that normally the two primary factors are the caster level of the creator and the level of the spell or spells put into the item. A creator can create an item at a lower caster level than his own, but never lower than the minimum level needed to cast the needed spell. For example, a 15th-level wizard could craft a *wand of fireball* at 10th caster level, or even as low as 5th level (the minimum caster level for *fireball*, a 3rd-level spell), but no lower. If he did this, the *fireball* would in all ways be treated as if the caster was of the lower specified level (for damage, range, and so on). Using metamagic feats, a caster can place spells in items at a higher level than normal. For example, a caster could heighten a spell's level to

BEHIND THE CURTAIN: MAGIC ITEM GOLD PIECE VALUES

Many factors must be considered when determining the price of magic items you invent. The easiest way to come up with a price is to match the new item to an item priced in this chapter and use its price as a guide. Otherwise, use the guidelines summarized on Table 7–33: Estimating Magic Item Gold Piece Values.

Multiple Similar Abilities: For items with multiple similar abilities that don't take up space on a character's body (see Magic Items on the Body, page 214), use the following formula: Calculate the price of the single most costly ability, then add 75% of the value of the next most costly ability, plus one-half the value of any other abilities. (The many spell-like powers of a *staff of power* are a good example of multiple similar abilities).

Multiple Different Abilities: Abilities such as an attack roll bonus or saving throw bonus and a spell-like function are not similar, and their values are simply added together to determine the cost. For items that do take up a space on a character's body (such as a ring or a necklace), each additional power not only has no discount but instead has a 50% increase in price. A *belt of Strength +4 and Dexterity +4* is more valuable than a *belt of Strength* worn with *gauntlets of Dexterity,* since it takes up only one space on a character's body.

0-Level Spells: When multiplying spell levels to determine value, 0-level spells should be treated as 1/2 level.

Other Considerations: Once you have a final cost figure, reduce that number if either of the following conditions applies:

—*Item Requires Skill to Use:* Some items require a specific skill (such as Perform for a musical instrument) to get them to function. This factor should reduce the cost about 10%.

—*Item Requires Specific Class or Alignment to Use:* Even more restrictive than requiring a skill, this limitation cuts the cost by 30%.

Prices presented in the magic item descriptions in this book (the gold piece value following the item's caster level) are the market value, which is generally twice what it costs the creator to make the item.

Since different classes get access to certain spells at different levels, the prices for two characters to make the same item might actually be different. Take *hold person,* for example. A cleric casts it as a 2nd-level spell, so a cleric-created *wand of hold person* costs 2 (2nd-level spell) × 3 (3rd-level caster) × 750 gp, divided in half, or 2,250 gp. However, a wizard casts *hold person* as a 3rd-level spell, so his wand costs 3 (3rd-level spell) × 5 (5th-level caster) × 750 gp, divided in half, or 5,625 gp. A sorcerer also casts *hold person* as a 3rd-level spell, but he doesn't get the spell until 6th level, so his wand costs 3 (3rd-level spell) × 6 (6th-level caster) × 750 gp, divided in half, or 6,750 gp. The wand is only worth two times what the caster of lowest possible level (in this case, the cleric) can make it for, however, so the market price of a *wand of hold person* is 4,500 gp, no matter who makes it.

You'll notice, however, that not all the items presented here adhere to these formulas directly. The reasons for this are several. First and foremost, these few formulas aren't enough to truly gauge the exact differences between, say, a *ring of fire resistance* and *boots of speed*—two very dissimilar items. Each of the magic items presented here was examined and modified based on its actual worth. The formulas only provide a starting point. The pricing of scrolls assumes that, whenever possible, a wizard or cleric created it. Potions and wands follow the formulas exactly. Staffs follow the formulas closely, and other items require at least some DM judgment calls. Use good sense when assigning prices, using the items in this book as examples.

increase its effectiveness, or quicken a spell to allow it to be used as a free action, placing it within an item at the higher metamagic level. See Chapter 5: Feats in the *Player's Handbook* for more on metamagic feats.

Magic supplies for items are always half of the base price in gp and 1/25 of the base price in XP. For many items, the market price equals the base price. For example, a *cloak of elvenkind* has a market price (and base price) of 2,500 gp. Making one costs 1,250 gp in raw materials plus 100 XP.

Armor, shields, weapons, and items with a value independent of their magically enhanced properties add their item cost to the market price. The item cost does not influence the base price (which determines the cost of magic supplies and the experience point cost), but it does increase the final market price.

In addition, some items cast or replicate spells with costly material components or with XP components. For these items, the market price equals the base price plus an extra price for the spell component costs. Each XP in the component costs adds 5 gp to the market price. The cost to create these items is the magic supplies cost and the base XP cost (both determined by the base price) plus the costs for the components. For example, a *ring of three wishes* has a market price of 97,950 gp, which includes 75,000 gp for the extra 15,000 XP that the creator must expend to forge the ring. The ring's base price is only 22,950 gp (the market price minus the extra cost for the XP expenditure). Descriptions of these items include an entry that gives the total cost of creating the item. (You don't have to calculate creation costs for these items. It's done for you.)

The creator also needs a fairly quiet, comfortable, and well-lit place in which to work. Any place suitable for preparing spells (see Preparing Wizard Spells, page 177 of the *Player's Handbook*) is suitable for making items. Creating an item requires one day per 1,000 gp in the item's base price, with a minimum of at least one day. Potions are an exception to this rule; they always take just one day to brew. The character must spend the gold and XP at the beginning of the construction process.

The caster works for 8 hours each day. He cannot rush the process by working longer each day. But the days need not be consecutive, and the caster can use the rest of his time as he sees fit. A character who takes a break from item creation to adventure should keep track of how many days of work remain on that item.

A character can work on only one item at a time. If a character starts work on a new item, all materials used and XP spent on the under-construction item are wasted.

The secrets of creating artifacts are long lost.

MASTERWORK ITEMS

As detailed on pages 122 and 126 of the *Player's Handbook*, masterwork items are extraordinarily well-made items. They are more expensive, but they benefit the user with improved quality. They are not magical in any way. However, only masterwork items may be enhanced to become magic armor and weapons. (Items that are not weapons or armor may or may not be masterwork items.)

SPECIAL MATERIALS

In addition to magic items created with spells, some substances have innate special properties. While only a few such materials are presented here, other special materials may exist in a given campaign. If you make a suit of armor or weapon out of more than one special material, you get the benefit of only the most prevalent material. For example, full plate made of both adamantine and mithral will either provide damage reduction or lower weight, not both. However, you can build a double weapon with each head made of a different special material. A dire flail, for example, could have an alchemical silver head for fighting lycanthropes and a cold iron head for fighting fey.

Adamantine: Found only in meteorites and the rarest of veins in magical areas, this ultrahard metal adds to the quality of a weapon or suit of armor. Weapons fashioned from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20. Armor made from adamantine grants its wearer damage reduction of 1/– if it's light armor, 2/– if it's medium armor, and 3/– if it's heavy armor. Adamantine is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given below. Thus, adamantine weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armor check penalty of adamantine armor is lessened by 1 compared to ordinary armor of its type. Items without metal parts cannot be made from adamantine. An arrow could be made of adamantine, but a quarterstaff could not.

Only weapons, armor, and shields normally made of metal can be fashioned from adamantine. Weapons, armor and shields normally made of steel that are made of adamantine have one-third more hit points than normal; for instance, an adamantine greatsword has 13 hit points instead of the normal 10 for steel. Adamantine has 40 hit points per inch of thickness and hardness 20.

Type of Adamantine Item	Item Cost Modifier
Ammunition	+60 gp
Shield	+2,000 gp
Light armor	+5,000 gp
Medium armor	+10,000 gp
Heavy armor	+15,000 gp
Weapon	+3,000 gp

Darkwood: This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow, an arrow, or a spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type. To determine the price of a darkwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item.

Darkwood has 10 hit points per inch of thickness and hardness 5.

Dragonhide: Armorsmiths can work with the hides of dragons to produce armor or shields of masterwork quality. One dragon

BEHIND THE CURTAIN: SPECIAL WEAPONS MATERIALS

Each of the special materials described in this section has a definite game effect. Some creatures, such as fey, have damage reduction based on their creature type or core concept. Some are resistant to all but a special type of damage, such as that dealt by evil-aligned weapons or bludgeoning weapons. Others are vulnerable to weapons of a particular material. Fey tend to be susceptible to cold iron. Combating golems is best done with adamantine weapons.

Characters may choose to carry several different types of weapons, depending upon the campaign and types of creatures they most commonly encounter. Some may use *silversheen*, described on page 266, designed to temporarily add the property of alchemical silver to a weapon. Its cost was carefully considered so as not to let *silversheen* overshadow weapons actually containing alchemical silver. You'll also notice that *cold ironsheen* is not mentioned. This is intentional. Cold iron's core attribute is its resistance to magic. Making a magic item that mimics this attribute undermines its concept.

Table 7–32: Summary of Magic Item Creation Costs

			Spell Component Costs		Magic	
Magic Item	**Feat**	**Item Cost**	**Material[2]**	**XP[3]**	**Supplies Cost**	**Base Price[4]**
Armor	Craft Magic Arms and Armor	Masterwork armor	Cost × 50 (usually none)	× 50 (usually none) × 5 gp	1/2 the value on Table 7–2	Value on Table 7–2
Shield	Craft Magic Arms and Armor	Masterwork shield	× 50 (usually none)	× 50 (usually none) × 5 gp	1/2 the value on Table 7–2	Value on Table 7–2
Weapon	Craft Magic Arms and Armor	Masterwork weapon	× 50 (usually none)	× 50 (usually none) × 5 gp	1/2 the value on Table 7–9	Value on Table 7–9
Potion	Brew Potion	—	Cost (usually none)	Cost (usually none)	1/2 the value on Table 7–17	Value on Table 7–17
Ring	Forge Ring	—-	× 50	× 50 × 5 gp	Special, see Table 7–33	Special, see Table 7–33
Rod	Craft Rod	[1]	× 50 (often none)	× 50 (often none)	Special, see Table 7–33	Special, see Table 7–33
Scroll	Scribe Scroll	—	Cost (usually none)	Cost (usually none)	1/2 the value on Table 7–23 or 7–24	Value on Table 7–23 or 7–24
Staff	Craft Staff	Masterwork quarterstaff (300 gp)	× 50/(# of charges used to activate spell)	× 50 × 5 gp/(# of charges used to activate spell)	See page 287	See page 287
Wand	Craft Wand	—	× 50	× 50 × 5 gp	1/2 × 375 × level of spell × level of caster	375 × level of spell × level of caster
Wondrous Item	Craft Wondrous Item	[5]	× 50 (usually none)	× 50 (usually none) × 5 gp	Special, see Table 7–33	Special, see Table 7–33

1 Rods usable as weapons, such as a *rod of flailing,* must include the masterwork weapon cost.
2 Only for spells activated by the item that have material or XP components. Having a spell with a costly component as a prerequisite does not automatically incur this cost. For instance, *goggles of minute seeing* uses *true seeing* as a prerequisite, but the goggles don't activate a use of the spell.
3 If purchasing a staff, the buyer pays 5 × the XP value in gold pieces.
4 A character creating an item pays 1/25 the base price in experience points.
5 Some items have additional value, such as the *mattock of the titans.* This additional value comes from an item cost such as that for the mattock's masterwork warhammer.
An item's market price is the sum of the item cost, spell component costs, and the base price.

produces enough hide for a single suit of masterwork hide armor for a creature one size category smaller than the dragon. By selecting only choice scales and bits of hide, an armorsmith can produce one suit of masterwork banded mail for a creature two sizes smaller, one suit of masterwork half-plate for a creature three sizes smaller, or one masterwork breastplate or suit of full plate for a creature four sizes smaller. In each case, enough hide is available to produce a small or large masterwork shield in addition to the armor, provided that the dragon is Large or larger.

Because dragonhide armor isn't made of metal, druids can wear it without penalty.

Dragonhide armor costs double what masterwork armor of that type ordinarily costs, but it takes no longer to make than ordinary armor of that type.

Dragonhide has 10 hit points per inch of thickness and hardness 10.

Iron, Cold: This iron mined deep underground, known for its effectiveness against fey creatures, is forged at a lower temperature to preserve its delicate properties. Weapons made of cold iron cost twice as much to make as their normal counterparts. Also, any magical enhancements cost an additional 2,000 gp. For example, a +2 *longsword* made of cold iron would cost 10,330 gp, because the price doubles for the longsword itself (15 gp to 30 gp), the +2 enhancement bonus costs 8,000 gp, and enhancing cold iron costs an additional 2,000 gp. (The price includes 300 gp for the masterwork component.)

Items without metal parts cannot be made from cold iron. An arrow could be made of cold iron, but a quarterstaff could not.

A double weapon that has only half of it made of cold iron increases its cost by 50%. A two-bladed sword with one end of cold iron and the other end steel would cost 150 gp.

Cold iron has 30 hit points per inch of thickness and hardness 10.

Mithral: Mithral is a very rare silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations (for example, whether a barbarian can use his fast movement ability while wearing the armor or not). Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonus is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a scythe cannot be.)

Weapons or armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below.

Mithral has 30 hit points per inch of thickness and hardness 15.

Type of Mithral Item	Item Cost Modifier
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp
Other items	+500 gp/lb.

Silver, Alchemical: A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it bypasses the damage reduction of creatures such as lycanthropes.

Table 7–33: Estimating Magic Item Gold Piece Values

Effect	Base Price	Example
Ability bonus (enhancement)	Bonus squared × 1,000 gp	*Gloves of Dexterity +2*
Armor bonus (enhancement)	Bonus squared × 1,000 gp	*+1 chainmail*
Bonus spell	Spell level squared × 1,000 gp	*Pearl of power*
AC bonus (deflection)	Bonus squared × 2,000 gp	*Ring of protection +3*
AC bonus (other)[1]	Bonus squared × 2,500 gp	*Ioun stone, dusty rose prism*
Natural armor bonus (enhancement)	Bonus squared × 2,000 gp	*Amulet of natural armor +1*
Save bonus (resistance)	Bonus squared × 1,000 gp	*Cloak of resistance +5*
Save bonus (other)[1]	Bonus squared × 2,000 gp	*Stone of good luck*
Skill bonus (competence)	Bonus squared × 100 gp	*Cloak of elvenkind*
Spell resistance	10,000 gp per point over SR 12; SR 13 minimum	*Mantle of spell resistance*
Weapon bonus (enhancement)	Bonus squared × 2,000 gp	*+1 longsword*
Spell Effect	**Base Price**	**Example**
Single use, spell completion	Spell level × caster level × 25 gp	Scroll of *haste*
Single use, use-activated	Spell level × caster level × 50 gp	*Potion of cure light wounds*
50 charges, spell trigger	Spell level × caster level × 750 gp	*Wand of fireball*
Command word	Spell level × caster level × 1,800 gp	*Cape of the mountebank*
Use-activated or continuous	Spell level × caster level × 2,000 gp[2]	*Lantern of revealing*
Special	**Base Price Adjustment**	**Example**
Charges per day	Divide by 5, then multiply by uses per day	*Boots of teleportation*
Uncustomary space limitation[3]	Multiply entire cost by 1.5	*Helm of teleportation*
No space limitation[4]	Multiply entire cost by 2	*Ioun stone*
Multiple different abilities	Multiply lower item cost by 1.5	*Helm of brilliance*
Charged (50 charges)	1/2 unlimited use base price	*Ring of the ram*
Component	**Extra Cost**	**Example**
Armor, shield, or weapon	Add cost of masterwork item	*+1 composite longbow*
Spell has material component cost	Add directly into price of item per charge[5]	*Wand of stoneskin*
Spell has XP cost	Add 5 gp per 1 XP per charge[5]	*Ring of three wishes*

Spell Level: A 0-level spell is half the value of a 1st-level spell for determining price.

1 Such as a luck, insight, sacred, or profane bonus.

2 If a continuous item has an effect based on a spell with a duration measured in rounds, multiply the cost by 4. If the duration of the spell is 1 minute/level, multiply the cost by 2, and if the duration is 10 minutes/level, multiply the cost by 1.5. If the spell has a 24-hour duration or greater, divide the cost in half.

3 See the sidebar on Body Slot Affinities, page 288.

4 See Magic Items on the Body, page 214. Basically, an item that does not take up one of the spaces on a body costs double.

5 If item is continuous or unlimited, not charged, determine cost as if it had 100 charges. If it has some daily limit, determine as if it had 50 charges.

On a successful attack with a silvered weapon, the wielder takes a –1 penalty on the damage roll (with the usual minimum of 1 point of damage). The alchemical silvering process can't be applied to nonmetal items, and it doesn't work on rare metals such as adamantine, cold iron, and mithral.

Alchemical silver has 10 hit points per inch of thickness and hardness 8.

Type of Alchemical Silver Item	Item Cost Modifier
Ammunition	+2 gp
Light weapon	+20 gp
One-handed weapon, or one head of a double weapon	+90 gp
Two-handed weapon, or both heads of a double weapon	+180 gp

Creating Magic Armor

To create magic armor, a character needs a heat source and some iron, wood, or leatherworking tools. He also needs a supply of materials, the most obvious being the armor or the pieces of the armor to be assembled. Armor to be made into magic armor must be masterwork armor, and the masterwork cost is added to the base price to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic armor—half the base price presented on the tables in this chapter.

Creating magic armor has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the armor. Thus, a 6th-level creator can make a *+2 breastplate*, a 9th-level creator can create the same breastplate and make it +3, and a 15th-level caster can make it +5. If an item has both an enhancement bonus and a special ability (such as cold resistance), the higher of the two caster level requirements must be met.

Magic armor or a magic shield must have at least a +1 enhancement bonus to have any of the abilities listed on Table 7–5: Armor Special Abilities and Table 7–6: Shield Special Abilities. A character can't create, for example, simply *shadow chainmail*. In order to have a special ability, the chainmail needs first to have an enhancement bonus of at least +1.

If spells are involved in the prerequisites for making the armor, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard), but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the armor triggers the prepared spells, making them unavailable for casting during each day of the armor's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some armor may entail other prerequisites beyond or other than spellcasting. See the individual descriptions on pages 217–221 for details.

Crafting magic armor requires one day for each 1,000 gp value of the base price. A suit of *+1 chainmail* has an item cost of 300 gp and a base price of 1,000 gp. It takes one day to craft.

Item Creation Feat Required: Craft Magic Arms and Armor.

Creating Magic Weapons

To create a magic weapon, a character needs a heat source and some iron, wood, or leatherworking tools. He also needs a supply of materials, the most obvious being the weapon or the pieces of the weapon to be assembled. Only a masterwork weapon can

become a magic weapon, and the masterwork cost is added to the total cost to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic weapon—half the base price given on Table 7–9: Weapons, according to the weapon's total effective bonus.

Creating a magic weapon has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the weapon. Thus, a 6th-level creator can make a +2 *longsword*, a 9th-level creator can create the same sword and make it +3, and a 15th-level caster can make it +5. If an item has both an enhancement bonus and a special ability (such as ghost touch), the higher of the two caster level requirements must be met.

A magic weapon must have at least a +1 enhancement bonus to have any of the abilities listed on Table 7–14 or Table 7–15. A character can't create, for example, simply a *keen rapier*. A *keen rapier* needs an enhancement bonus of at least +1.

If spells are involved in the prerequisites for making the weapon, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the weapon triggers the prepared spells, making them unavailable for casting during each day of the weapon's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

At the time of creation, the creator must decide if the weapon glows or not as a side-effect of the magic imbued within it. This decision does not affect the price or the creation time, but once the item is finished, the decision is binding.

Creating magic double-headed weapons is treated as creating two weapons when determining cost, time, XP, and special abilities. For example, a dire flail could have a *+1 flaming head* and a *+3 disruption head*.

Creating some weapons may entail other prerequisites beyond or other than spellcasting. See the individual descriptions on pages 223–229 for details.

Crafting a magic weapon requires one day for each 1,000 gp value of the base price. A +2 *longsword* has an item cost of 315 gp and a base price of 8,000 gp. It takes eight days to craft.

Item Creation Feat Required: Craft Magic Arms and Armor.

CREATING POTIONS

The creator of a potion needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew. In addition, he needs ingredients. The costs for materials and ingredients are subsumed in the cost for brewing the potion—25 gp × the level of the spell × the level of the caster. All ingredients and materials used to brew a potion must be fresh and unused. The character must pay the full cost for brewing each potion. (Economies of scale do not apply.)

The imbiber of the potion is both the caster and the target; therefore, spells such as *shield other* cannot be stored in potion form. Spells with a range of personal cannot be made into potions, so spells such as *shield* never exist in potion form.

The creator must have prepared the spell to be placed in the potion (or must know the spell, in the case of a sorcerer or bard) and must provide any material component or focus the spell requires. If casting the spell would reduce the caster's XP total, he pays the XP cost upon beginning the brew in addition to the XP cost for making the potion itself. Material components are consumed when he begins working, but a focus is not. (A focus used in brewing a potion can be reused.) The act of brewing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from his currently prepared spells, just as if it had been cast.)

Brewing a potion requires one day.

Item Creation Feat Required: Brew Potion.

Potion Base Prices (By Brewer's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	25 gp	25 gp	25 gp	—
1st	50 gp	50 gp	100 gp	100 gp
2nd	300 gp	400 gp	400 gp	400 gp
3rd	750 gp	900 gp	1,050 gp	750 gp

* Caster level is half class level.

Prices assume that the potion was made at the minimum caster level.

Base Cost to Brew a Potion (By Brewer's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	12 gp 5 sp +1 XP	12 gp 5 sp +1 XP	12 gp 5 sp +1 XP	—
1st	25 gp +2 XP	25 gp +2 XP	50 gp +4 XP	50 gp +4 XP
2nd	150 gp +12 XP	200 gp +16 XP	200 gp +16 XP	200 gp +16 XP
3rd	375 gp +30 XP	450 gp +36 XP	525 gp +42 XP	375 gp +30 XP

* Caster level is half class level.

Costs assume that the creator makes the potion at the minimum caster level.

CREATING RINGS

To create a magic ring, a character needs a heat source. He also needs a supply of materials, the most obvious being a ring or the pieces of the ring to be assembled. The cost for the materials is subsumed in the cost for creating the ring. Ring costs are difficult to formularize. Refer to Table 7–33 on page 285 and use the ring prices in this chapter as a guideline. Creating a ring generally costs half the ring's market price.

Rings that duplicate spells with costly material or XP components add in the value of 50 × the spell's component cost. Having a spell with a costly component as a prerequisite does not automatically incur this cost. The act of working on the ring triggers the prepared spells, making them unavailable for casting during each day of the ring's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some rings may entail other prerequisites beyond or other than spellcasting. See the individual descriptions on pages 230–233 for details.

Forging a ring requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Forge Ring.

CREATING RODS

To create a magic rod, a character needs a supply of materials, the most obvious being a rod or the pieces of the rod to be assembled. The cost for the materials is subsumed in the cost for creating the rod. Rod costs are difficult to formularize. Refer to Table 7–33 on page 285 and use the rod prices in this chapter as a guideline. Creating a rod costs half the market value listed.

If spells are involved in the prerequisites for making the rod, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the rod triggers the prepared spells, making them unavailable for casting during each day of the rod's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some rods may entail other prerequisites beyond or other than spellcasting. See the individual descriptions on pages 234–237 for details.

Crafting a rod requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Rod.

CREATING SCROLLS

To create a scroll, a character needs a supply of choice writing materials, the cost of which is subsumed in the cost for scribing the scroll—12.5 gp × the level of the spell × the level of the caster. All writing implements and materials used to scribe a scroll must be fresh and unused. A character must pay the full cost for scribing each spell scroll no matter how many times he previously has scribed the same spell.

The creator must have prepared the spell to be scribed (or must know the spell, in the case of a sorcerer or bard) and must provide any material component or focus the spell requires. If casting the spell would reduce the caster's XP total, he pays the cost upon beginning the scroll in addition to the XP cost for making the scroll itself. Likewise, a material component is consumed when he begins writing, but a focus is not. (A focus used in scribing a scroll can be reused.) The act of writing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from his currently prepared spells, just as if it had been cast.)

Scribing a scroll requires one day per each 1,000 gp of the base price.

Item Creation Feat Required: Scribe Scroll.

Scroll Base Prices (By Scriber's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	12 gp 5 sp	12 gp 5 sp	12 gp 5 sp	—
1st	25 gp	25 gp	50 gp	50 gp
2nd	150 gp	200 gp	200 gp	200 gp
3rd	375 gp	450 gp	525 gp	375 gp
4th	700 gp	800 gp	1,000 gp	700 gp
5th	1,125 gp	1,250 gp	1,625 gp	—
6th	1,650 gp	1,800 gp	2,400 gp	—
7th	2,275 gp	2,450 gp	—	—
8th	3,000 gp	3,200 gp	—	—
9th	3,825 gp	4,050 gp	—	—

* Caster level is half class level.

Prices assume that the scroll was made at the minimum caster level.

Base Magic Supplies and XP Cost to Scribe a Scroll (By Scriber's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	6 gp 2 sp 5 cp +1 XP	6 gp 2 sp 5 cp +1 XP	6 gp 2 sp 5 cp +1 XP	—
1st	12 gp 5 sp +1 XP	12 gp 5 sp +1 XP	25 gp +2 XP	25 gp +2 XP
2nd	75 gp +6 XP	100 gp +8 XP	100 gp +8 XP	100 gp +8 XP
3rd	187 gp 5 sp +15 XP	225 gp +18 XP	262 gp 5 sp +21 XP	187 gp 5 sp +15 XP
4th	350 gp +28 XP	400 gp +32 XP	500 gp +40 XP	350 gp +28 XP
5th	562 gp 5 sp +45 XP	625 gp +50 XP	812 gp 5 sp +65 XP	—
6th	826 gp +66 XP	900 gp +72 XP	1,200 gp +96 XP	—
7th	1,135 gp 5 sp +91 XP	1,225 gp +98 XP	—	—
8th	1,500 gp +120 XP	1,600 gp +128 XP	—	—
9th	1,912 gp 5 sp +153 XP	2, 025 gp +162 XP	—	—

* Caster level is half class level.

Costs assume that the creator makes the scroll at the minimum caster level.

CREATING STAFFS

To create a magic staff, a character needs a supply of materials, the most obvious being a staff or the pieces of the staff to be assembled. The cost for the materials is subsumed in the cost for creating the staff—375 gp × the level of the highest-level spell × the level of the caster, plus 75% of the value of the next most costly ability (281.25 gp × the level of the spell × the level of the caster), plus one-half of the value of any other abilities (187.5 gp × the level of the spell × the level of the caster). Staffs are always fully charged (50 charges) when created.

If desired, a spell can be placed into the staff at only half the normal cost, but then activating that particular spell costs 2 charges from the staff. The caster level of all spells in a staff must be the same, and no staff can have a caster level of less than 8th, even if all the spells in the staff are low-level spells.

The creator must have prepared the spells to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any focus the spells require as well as material and XP component costs sufficient to activate the spell a maximum number of times (50 divided by the number of charges one use of the spell expends). This is in addition to the XP cost for making the staff itself. Material components are consumed when he begins working, but focuses are not. (A focus used in creating a staff can be reused.) The act of working on the staff triggers the prepared spells, making them unavailable for casting during each day of the staff's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating a few staffs may entail other prerequisites beyond spellcasting. See the individual descriptions on pages 243–245 for details.

Crafting a staff requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Staff.

CREATING WANDS

To create a magic wand, a character needs a small supply of materials, the most obvious being a baton or the pieces of the wand to be assembled. The cost for the materials is subsumed in the cost for creating the wand—375 gp × the level of the spell × the level of the caster. Wands are always fully charged (50 charges) when created.

Wand Base Prices (By Crafter's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	375 gp	375 gp	375 gp	—
1st	750 gp	750 gp	1,500 gp	1,500 gp
2nd	4,500 gp	6,000 gp	6,000 gp	6,000 gp
3rd	11,250 gp	13,500 gp	15,750 gp	11,250 gp
4th	21,000 gp	24,000 gp	30,000 gp	21,000 gp

* Caster level is half class level.

Prices assume that the wand was made at the minimum caster level.

Base Magic Supplies and XP Cost to Craft a Wand (By Crafter's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	187 gp 5 sp +15 XP	187 gp 5 sp +15 XP	187 gp 5 sp +15 XP	—
1st	375 gp +30 XP	375 gp +30 XP	750 gp +60 XP	750 gp +60 XP
2nd	2,250 gp +180 XP	3,000 gp +240 XP	3,000 gp +240 XP	3,000 gp +240 XP
3rd	5,625 gp +450 XP	6,750 gp +540 XP	7,875 gp +630 XP	5,625 gp +450 XP
4th	10,500 gp +840 XP	12,000 gp +960 XP	15,000 gp +1,200 XP	10,500 gp +840 XP

* Caster level is half class level.

Costs assume that the creator makes the wand at the minimum caster level.

The creator must have prepared the spell to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any focuses the spell requires. Fifty of each needed material component are required, one for each charge. If casting the spell would reduce the caster's XP total, he pays the cost (multiplied by 50) upon beginning the wand in addition to the XP cost for making the wand itself. Likewise, material components are consumed when he begins working, but focuses are not. (A focus used in creating a wand can be reused.) The act of working on the wand triggers the prepared spell, making it unavailable for casting during each day devoted to the wand's creation. (That is, that spell slot is expended from his currently prepared spells, just as if it had been cast.)

Crafting a wand requires one day per each 1,000 gp of the base price. A *wand of stoneskin* and a *wand of charm monster* each take twenty-one days to create.

Item Creation Feat Required: Craft Wand.

CREATING WONDROUS ITEMS

To create a wondrous item, a character usually needs some sort of equipment or tools to work on the item. He also needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Wondrous item costs are difficult to formularize. Refer to Table 7–33 on page 285 and use the item prices in this chapter as a guideline. Creating an item costs half the market value listed.

If spells are involved in the prerequisites for making the item, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the item triggers the prepared spells, making them unavailable for casting during each day of the item's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some items may entail other prerequisites beyond or other than spellcasting. See the individual descriptions beginning on page 246 for details.

Crafting a wondrous item requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wondrous Item.

INTELLIGENT ITEM CREATION

To create an intelligent item, a character must have a caster level of 15th or higher. Time and creation cost are based on the normal item creation rules, with the market price values on Table 7–30: Item Intelligence, Wisdom, Charisma, and Capabilities (page 269) treated as additions to time, gp cost, and XP cost. The item's alignment is the same as its creator's. Determine other features randomly, following the guidelines in the relevant sections of this chapter.

ADDING NEW ABILITIES

A creator can add new magical abilities to a magic item with no restrictions. The cost to do this is the same as if the item was not magical. Thus, a *+1 longsword* can be made into a *+2 vorpal longsword*, with the cost to create it being equal to that of a *+2 vorpal sword* minus the cost of a *+1 sword*.

If the item is one that occupies a specific place on a character's body (see Magic Items on the Body, page 214), the cost of adding any additional ability to that item increases by 50%. For example, if a character adds the power to confer *invisibility* to his *ring of protection +2*, the cost of adding this ability is the same as for creating a *ring of invisibility* multiplied by 1.5.

BEHIND THE CURTAIN: BODY SLOT AFFINITIES

A character who already has *winged boots* wants the *haste* effect provided by *boots of speed*. The player asks, "Can I make a *hat of speed* instead?" What's your answer?

The question comes up with some frequency because some parts of the body can accommodate many more kinds of magic items than others. Almost every character gets a magic cloak of some kind early in his career, even if it's a simple *cloak of resistance +1*. But magic vests are few in number, and almost all the magic robes are too expensive for low-level characters. Characters who have "empty" spaces on their bodies are naturally eager to fill them with useful items that would ordinarily go in spots where they already have magic.

Some magic items strain credulity if they're placed in an unusual location on the body. It's much easier to imagine *gauntlets of ogre power* than *goggles of ogre power*. Other changes seem straightforward enough; for instance, a *cloak of blending* makes just as much sense as a *robe of blending*.

Each location on the body, or body slot, has one or more affinities: a word or phrase that describes the general function or nature of magic items designed for that body slot. Body slot affinities are deliberately broad, abstract categorizations, because a hard-and-fast rule can't cover the great variety among wondrous items.

You can use the affinities in the list below to guide your decisions on which magic items you'll allow in which body slots. And when you design your own magic items, the affinities give you some guidance for what form a particular item should take.

Some body slots have different affinities for different specific items. Gloves and gauntlets occupy the same body slot, for example, but have the affinities of quickness and destructive power respectively.

Body Slot	Affinity
Headband, helmet	Mental improvement, ranged attacks
Hat	Interaction
Phylactery	Morale, alignment
Eye lenses, goggles	Vision
Cloak, cape, mantle	Transformation, protection
Amulet, brooch, medallion, necklace, periapt, scarab	Protection, discernment
Robe	Multiple effects
Shirt	Physical improvement
Vest, vestment	Class ability improvement
Bracers	Combat
Bracelets	Allies
Gloves	Quickness
Gauntlets	Destructive power
Belt	Physical improvement
Boots	Movement

Wondrous items that don't match the affinity for a particular body slot should cost 50% more than wondrous items that match the affinity. Compare the *boots of teleportation* with the *helm of teleportation*. Unless you are intentionally aiming for a truly oddball game, avoid patently absurd combinations such as *eyeglasses of giant Strength* at any price.

This chapter has three parts: Special Abilities, Condition Summary, and The Environment. Throughout the game, you'll find references to special abilities of all kinds—rays of energy, life-numbing touches, and the ability to become insubstantial, to name a few. This section identifies the most significant abilities and provides details on how to use them and what they look like.

Following this section you can find a comprehensive summary of character conditions, such as panicked, paralyzed, and helpless. If a character falls victim to any sort of debilitation or strange effect, refer to that condition's listing for how to handle the situation.

Finally, perils of the environment such as drowning, and the effects of heat and cold are covered in the closing section.

SPECIAL ABILITIES

A special ability is either extraordinary, spell-like, or supernatural in nature.

Extraordinary Abilities (Ex): Extraordinary abilities are nonmagical. They are, however, not something that just anyone can do or even learn to do without extensive training (which, in game terms, means to take a new character class). A monk's ability to evade attacks and a barbarian's uncanny dodge are extraordinary abilities. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities.

Spell-Like Abilities (Sp): Spell-like abilities, as the name implies, are spells and magical abilities that are very much like spells. Spell-like abilities are subject to spell resistance and *dispel magic*. They do not function in areas where magic is suppressed or negated (such as an *antimagic field*).

Supernatural Abilities (Su): Supernatural abilities are magical but not spell-like. This far-reaching category includes the basilisk's petrifying stare, the monk's *ki* strike, and the ghoul's paralytic touch. Supernatural abilities are not subject to spell resistance and do not function in areas where magic is suppressed or negated (such as an *antimagic field*). A supernatural ability's effect cannot be dispelled and is not subject to counterspells.

See Table 8–1, on the next page, for a summary of the types of special abilities.

ABILITY SCORE LOSS

An undead shadow touches Tordek, and his axe immediately feels heavier in his hand. A giant wasp stings Soveliss, and his normally quick movements become halting and stiff.

Various attacks cause ability score loss, either ability damage or ability drain. Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability, and the spells *lesser restoration* and *restoration* offset ability damage as well. Ability drain, however, is permanent, though *restoration* can restore even those lost ability score points.

While any loss is debilitating, losing all points in an ability score can be devastating.

- Strength 0 means that the character cannot move at all. He lies helpless on the ground.
- Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.
- Constitution 0 means that the character is dead.

Table 8–1: Special Ability Types

	Extraordinary	Spell-Like	Supernatural
Dispel	No	Yes	No
Spell resistance	No	Yes	No
Antimagic field	No	Yes	Yes
Attack of opportunity	No	Yes	No

Dispel: Can *dispel magic* and similar spells dispel the effects of abilities of that type?

Spell Resistance: Does spell resistance protect a creature from these abilities?

Antimagic Field: Does an *antimagic field* or similar magic suppress the ability?

Attack of Opportunity: Does using the ability provoke attacks of opportunity the way that casting a spell does?

- Intelligence 0 means that the character cannot think and is unconscious in a comalike stupor, helpless.
- Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma 0 means that the character is withdrawn into a catatonic, comalike stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

Having a score of 0 in an ability is different from having no ability score whatsoever. A wraith has no Strength score, not a Strength score of 0. A clay golem has no Intelligence, not an Intelligence score of 0. The wraith can move, it just can't act physically on other objects. The golem is not in a stupor or helpless, but it has no thoughts or memory.

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.

If a character's Constitution score drops, then he loses 1 hit point per Hit Die for every point by which his Constitution modifier drops. For example, at 7th level, Tordek is hit by poison that causes his Constitution to drop from 16 to 13. His Constitution modifier falls from +3 to +1, so he loses 14 hit points (2 per level). A minute later, the poison deals another 8 points of Constitution damage, dropping his score to 5 and his modifier to –3. He loses another 28 hit points—for a total of 42 hit points lost because of an overall 6-point drop in his Constitution modifier.

A hit point score can't be reduced by Constitution damage or drain to less than 1 hit point per Hit Die. At 7th level, Nebin has 22 hit points when fully healed. Even if his Constitution score drops to 5 or lower, he will still have at least 7 hit points (less any damage he may take).

The ability that some creatures have to drain ability scores (such as shadows draining Strength or lamias draining Wisdom) is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

ANTIMAGIC

The beholder opens its large central eye, and suddenly Lidda (who had been invisible) becomes visible, and Tordek (who had been flying) drops unceremoniously to the floor. The adventurers' magic weapons are now no better than masterwork versions, and their layers of magical protections are gone. The fire giant working with the beholder hefts his axe, grins, and charges.

An *antimagic field* spell or the main eye ray of a beholder cancels magic altogether. This spell-like effect is extremely powerful—the ultimate defense against magic. An antimagic effect has the following powers and characteristics.

- No supernatural ability, spell-like ability, or spell works in an area of antimagic (but extraordinary abilities still work).
- Antimagic does not dispel magic; it suppresses it. Once a magical effect is no longer affected by the antimagic (the antimagic fades, the center of the effect moves away, and so on), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.
- Spell areas that include both an antimagic area and a normal area, but are not centered in the antimagic area, still function in the normal area. If the spell's center is in the antimagic area, then the spell is suppressed.
- Golems and other constructs, elementals, outsiders, and corporeal undead, still function in an antimagic area (though the antimagic area suppresses their spellcasting and their supernatural and spell-like abilities normally). If such creatures are summoned or conjured, however, see below.
- Summoned or conjured creatures of any type, as well as incorporeal undead, wink out if they enter the area of an antimagic effect. They reappear in the same spot once the field goes away.
- Magic items with continuous effects, such as a *bag of holding*, do not function in the area of an antimagic effect, but their effects are not canceled (so the contents of the bag are unavailable, but neither spill out nor disappear forever).
- Two antimagic areas in the same place do not cancel each other out, nor do they stack.
- *Wall of force*, *prismatic wall*, and *prismatic sphere* are not affected by antimagic. *Break enchantment*, *dispel magic*, and *greater dispel magic* spells do not dispel antimagic. *Mordenkainen's disjunction* has a 1% chance per caster level of destroying an *antimagic field*. If the *antimagic field* survives the *disjunction*, no items within it are disjoined.

BLINDSIGHT AND BLINDSENSE

Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

- Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
- Blindsight does not subject a creature to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize creatures using blindsight.
- Deafening attacks thwart blindsight if it relies on hearing (as a bat's echolocation ability does).
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

VARIANT: SEPARATE ABILITY LOSS

Some players don't like keeping track of ability scores that go down because they find it hard to recalculate their statistics based on their new ability modifiers. These players may find it easier to track ability loss separately, sort of the way nonlethal damage works. In this variant, for each 2 points of ability damage, the character takes a –1 penalty on checks related to that ability. If the ability loss equals or exceeds the ability score, then the character suffers the effect of having a 0 score in that ability. Ability damage goes away at the rate of 1 point per day.

This variant leads to very nearly the same results as standard ability loss does.

Blindsense: Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

BREATH WEAPON

While dragon fire is the classic example, a breath weapon may also be a cloud of poisonous gas, a bolt of lightning, or a stream of acid. The creature is actually expelling something from its mouth (rather than conjuring it by means of a spell or some other magical effect). Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

- Using a breath weapon is typically a standard action.
- No attack roll is necessary. The breath simply fills its stated area.
- Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effect. In many cases, a character who succeeds on his saving throw still takes half damage or some other reduced effect.
- Breath weapons are supernatural abilities except where noted.
- Creatures are immune to their own breath weapons.
- Creatures unable to breathe can still use breath weapons. (The term is something of a misnomer.)

CHARM AND COMPULSION

As the strange, wolflike creature loped toward Tordek, he realized that it was a good friend that meant him no harm. But why was Nebin casting a *fireball* at it? He needed to stop him from doing that again. Later, things got even worse when Soveliss didn't know that the noble he was chatting with was actually a vampire. After one look into his eyes, he heard his voice in his mind, giving him orders that he obeyed without hesitation. He felt like a mere observer, trapped behind his own eyes, watching as "he" sought out his companions and invited them to a party at the noble's estate.

Many abilities and spells can cloud the minds of characters and monsters, leaving them unable to tell friend from foe—or worse yet, deceiving them into thinking that their former friends are now their worst enemies. Two general types of enchantments affect characters and creatures: charms and compulsions.

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Charms of this type include the various *charm* spells. Essentially, a *charmed* character retains free will but makes choices according to a skewed view of the world.

- A *charmed* creature doesn't gain any magical ability to understand his new friend's language.
- A *charmed* character retains his original alignment and allegiances, generally with the exception that he now regards the *charming* creature as a dear friend and will give great weight to his suggestions and directions.
- A *charmed* character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).
- A *charmed* character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains *charmed*.
- A *charmed* character never obeys a command that is obviously suicidal or grievously harmful to him.
- If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.
- A *charmed* character who is openly attacked by the creature who *charmed* him or by that creature's apparent allies is automatically freed of the spell or effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Regardless of whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for. If a 1st-level wizard happens to have a *staff of fire*, the vampire that is compelling him doesn't know that the wand is there and can't tell the wizard to give him the staff or use the staff on his former friends. The vampire, however, can say, "Hand over your most powerful magic item."

COLD IMMUNITY

A creature with cold immunity, such as a frost giant, never takes cold damage. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

DAMAGE REDUCTION

The arrow sticks into the vampire, but he just pulls it out and laughs as the wound instantly heals. "You'll need to do better than that," he hisses.

Some magic creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The numerical part of a creature's damage reduction (DR) is the amount of hit points the creature ignores from normal attacks. Thus, a creature with a damage reduction number of 5 struck for 8 points of damage ignores 5 points and takes only 3.

Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction number by a slash. For example, a werewolf's damage reduction is 10/silver, meaning the werewolf ignores the first 10 points of damage from every normal attack unless the weapon is made with alchemical silver. Other kinds of damage reduction are overcome by magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment (such as that granted by the holy special ability or the *align weapon* spell). If a dash follows the slash (as with the damage reduction that is a class feature of the barbarian), then the damage reduction is effective against any attack that does not ignore damage reduction.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. For example, a sling stone hurled from a *+1 sling* is treated as a magic weapon. Similarly, ammunition fired from a projectile weapon with an alignment (such as a *+1 holy longbow* or a crossbow under the effect of the *align weapon* spell) gains the alignment of that projectile weapon (in addition to any alignment it may already have). For example, a *+1 unholy arrow* fired from a *+2 anarchic shortbow* would be both evil-aligned and chaos-aligned (the former from its own unholy special ability, the latter from the shortbow).

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a monk's stunning, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack (such as fire damage from a fire elemental), or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact. Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

Spells, spell-like abilities, and energy attacks (even nonmagical fire) ignore damage reduction.

Sometimes damage reduction is instant healing. A sword slash across a demon's hide slices it open, but the open wound seals as fast as it's made. Sometimes damage reduction represents the creature's tough hide or body, such as with a gargoyle or iron golem. In either case, characters can see that conventional attacks don't work.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation. For example, a werebear with damage reduction 10/silver receives a *righteous might* spell and gains damage reduction 5/evil. If the werebear is attacked with a weapon that is neither silver nor evil, it takes 10 fewer points of damage from each attack. Damage from a silver weapon that is not evil is reduced by 5 points per attack (since it bypasses the DR 10/silver but not the DR 5/evil), and damage from an evil weapon that is not silver is reduced by 10 points per attack (since it bypasses the DR 5/evil but not the DR 10/silver). Only a weapon that is both silver and evil (such as a silvered unholy weapon) deals full damage to the creature.

DARKVISION

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature.

Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally.

The presence of light does not spoil darkvision. If a character has darkvision with a 60-foot range, and he stands within a 20-foot radius of light, the character can see normally in the light, and 40 feet beyond the light because of his darkvision.

DEATH ATTACKS

Soveliss, scouting ahead of his party, meets the eyes of the figure he discovers in the shadows. It's one of the awful undead creatures known as bodaks. He feels a sudden vertigo, as his spark of life itself is attacked by the bodak's supernatural power.

The bodak's abyssal eyes can kill with a glance. The dreaded *power word kill* spell can slay without even allowing the victim a saving throw. A single *arrow of slaying* can fell a dragon. Even a fighter with 100 hit points can be killed by a single death attack. In most cases, a death attack allows the victim a Fortitude save to avoid the affect, but if the save fails, the character dies instantly.

- *Raise dead* doesn't work on someone killed by a death attack.
- Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.
- In case it matters, a dead character, no matter how he died, has –10 hit points.
- The spell *death ward* protects a character against these attacks.

DISEASE

When a character is injured by a contaminated attack (such as a mummy's slam attack, which can transmit mummy rot), touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

You can roll these Fortitude saving throws for the player so that he doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table 8–2: Diseases and defined below.

Disease: Diseases whose names are printed in *italic* in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC: The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The ability damage the character takes after incubation and each day afterward.

Types of Diseases: Typical diseases include the following:

Blinding Sickness: Spread in tainted water.

Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as "the shrieks."

Demon Fever: Night hags spread it. Can cause permanent ability drain.

Devil Chills: Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.

Filth Fever: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.

Mindfire: Feels like your brain is burning. Causes stupor.

Mummy Rot: Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).

Red Ache: Skin turns red, bloated, and warm to the touch.

The Shakes: Causes involuntary twitches, tremors, and fits.

Slimy Doom: Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

Table 8–2: Diseases

Disease	Infection	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 Str[1]
Cackle fever	Inhaled	16	1 day	1d6 Wis
Demon fever	Injury	18	1 day	1d6 Con[2]
Devil chills[3]	Injury	14	1d4 days	1d4 Str
Filth fever	Injury	12	1d3 days	1d3 Dex, 1d3 Con
Mindfire	Inhaled	12	1 day	1d4 Int
Mummy rot[4]	Contact	20	1 day	1d6 Con
Red ache	Injury	15	1d3 days	1d6 Str
Shakes	Contact	13	1 day	1d8 Dex
Slimy doom	Contact	14	1 day	1d4 Con[2]

1 Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.

2 When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.

3 The victim must make three successful Fortitude saving throws in a row to recover from devil chills.

4 Successful saves do not allow the character to recover. Only magical healing can save the character.

Healing a Disease

Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

ENERGY DRAIN AND NEGATIVE LEVELS

An undead wight bashes an adventurer, and he feels cold and weak, while the wight moves with greater vigor than before. When the wight strikes him again, he grows weaker, as if his life force were slipping away. His friends see his face drain of color and his flesh shrivel slightly. With the third strike, the adventurer falls to the ground, a desiccated husk. A fellow adventurer, also struck by the wight, survives the encounter. Over the next day his spirit rallies, and he throws off the hungry force that clawed at his very soul.

Some horrible creatures, especially undead monsters, possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from him

Most energy drain attacks require a successful melee attack roll—mere physical contact is not enough. Monks, for instance, can pound such creatures with their fists without risking their life energy.

Each successful energy drain attack bestows one or more negative levels on the opponent. A creature takes the following penalties for each negative level it has gained.

–1 on all skill checks and ability checks.

–1 on attack rolls and saving throws.

–5 hit points.

–1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level).

If the victim casts spells, he loses access to one spell as if he had cast his highest-level, currently available spell. (If he has more than one spell at his highest level, he chooses which he loses.) In addition, when he next prepares spells or regains spell slots, he gets one less spell slot at his highest spell level.

Negative levels remain for 24 hours or until removed with a spell, such as *restoration*. After 24 hours, the afflicted creature must attempt a Fortitude save (DC 10 + 1/2 attacker's HD + attacker's Cha modifier). (The DC is provided in the attacker's description.) If the saving throw succeeds, the negative level goes away with no harm to the creature. The afflicted creature makes a separate saving throw for each negative level it has gained. If the save fails, the negative level goes away, but the creature's level is also reduced by one (see Level Loss, page 296).

A character with negative levels at least equal to his current level, or drained below 1st level, is instantly slain. Depending on the creature that killed him, he may rise the next night as a monster of that kind. If not, he rises as a wight.

A creature gains 5 temporary hit points for each negative level it bestows (though not if the negative level is caused by a spell or similar effect).

ETHEREALNESS

Out of nowhere, a spider the size of a horse appears and bites Mialee. Lidda wheels to stab it, but it's gone. The adventurers know the phase spider is somewhere nearby, lurking on the Ethereal Plane, watching them and waiting.

Phase spiders and certain other creatures can exist on the Ethereal Plane (see page 151). While on the Ethereal Plane, a creature is called ethereal. Unlike incorporeal creatures, ethereal creatures are not present on the Material Plane.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. *See invisibility* and *true seeing* reveal ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) An ethereal creature inside an object on the Material Plane cannot see. Things on the Material Plane, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the Material Plane, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Even if a creature on the Material Plane can see an ethereal creature (for instance, with *see invisibility*), the ethereal creature is on another plane. Only force effects (such as *magic missile*) can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally.

A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a *wall of force* blocks an ethereal creature, and a *magic missile* can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Ghosts have a power called manifestation that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with a manifesting ghost.

Ethereal creatures pass through and operate in water as easily as air.

Ethereal creatures do not fall or take falling damage.

EVASION AND IMPROVED EVASION

These extraordinary abilities allow the target of an area attack to leap or twist out of the way. Rogues and monks have evasion and improved evasion as class features, but certain other creatures have these abilities, too.

If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save.

As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area (crawling through a 2-1/2-foot-wide shaft, for example) cannot use evasion.

As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Rogues and monks cannot use evasion in medium or heavy armor. Some creatures with the evasion ability as an innate quality do not have this limitation.

Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

FAST HEALING

A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing (see page 146 of the *Player's Handbook*).

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

Unlike regeneration (page 298), fast healing does not allow a creature to regrow or reattach lost body parts.

A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Fast healing does not increase the number of hit points regained when a creature polymorphs.

FEAR

A young adult green dragon charges the adventurers. Tordek feels a twinge of fear but grits his teeth and ignores it. Krusk doesn't stand up as well to the charge. He holds his ground, but fear takes the edge off his skill. The cohort who had recently joined them, however, drops his sword and flees recklessly, his screams fading in the distance.

Spells, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.

Shaken: Characters who are shaken take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

Panicked: Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower (see Cowering, page 300) if they are prevented from fleeing.

Becoming Even More Fearful: Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

FIRE IMMUNITY

A creature with fire immunity, such as a fire giant, never takes fire damage. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

GASEOUS FORM

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Creatures in gaseous form can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter.

Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor (for example, from the *mage armor* spell) still apply.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing (troglodyte stench, poison gas, and the like).

Gaseous creatures can't enter water or other liquid. They are not ethereal or incorporeal. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

GAZE ATTACKS

The medusa looks around, throwing dangerous glances everywhere, and focusing its eyes on specific victims. Regdar closes his eyes and tries to aim his arrows by ear. Jozan averts his eyes but tries to watch the creature with peripheral vision so he knows where to project his *searing light* spell. Tordek trusts fate and looks the thing in the eye as he swings his mighty axe. Magic washes through him, and he shrugs it off. Jozan, however, accidentally catches the thing's eye, and he's not strong enough to resist. His body hardens and turns to stone.

While the medusa's gaze is well known, gaze attacks can also charm, curse, or even kill. Gaze attacks not produced by a spell are supernatural.

Each character within range of a gaze attack must attempt a saving throw (which can be a Fortitude or Will save) each round at the beginning of his turn.

An opponent can avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a saving throw. The creature with the gaze attack gains concealment relative to the opponent.

An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment relative to the opponent.

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature simply chooses a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50% chance for averting eyes or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack.

If visibility is limited (by dim lighting, a fog, or the like) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that degree of concealment that a character won't need to make a saving throw in a given round. This chance is not cumulative with the chance for averting your eyes, but is rolled separately.

Invisible creatures cannot use gaze attacks.

Characters using darkvision in complete darkness are affected by a gaze attack normally.

Unless specified otherwise, a creature with a gaze attack can control its gaze attack and "turn it off" when so desired.

INCORPOREALITY

Tordek spots a translucent face poking forth from a wall, but it's gone by the time he alerts his companions. The party starts to back out of the ruined throne room they're exploring, when suddenly several ghostly figures fly out of the walls toward them. Tordek raises his magic shield to fend off a spectre's attack, but the incorporeal hand passes through the shield and through his magic plate armor. It touches his heart, which suddenly grows cold.

Spectres, wraiths, and a few other creatures lack physical bodies. Such creatures are insubstantial and can't be touched by nonmagical matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack (such as the touch of a spectre) against a corporeal creature. Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them.

Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect, such as *magic missile*, or damage dealt by a ghost touch weapon.

Incorporeal creatures are immune to critical hits, extra damage from being favored enemies, and from sneak attacks. They move in any direction (including up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see Invisibility, below).

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force (such as mage armor or bracers of armor) or has the ghost touch ability.

Incorporeal creatures pass through and operate in water as easily as they do in air.

Incorporeal creatures cannot fall or take falling damage.

Corporeal creatures cannot trip or grapple incorporeal creatures.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they intend to do so.

INVISIBILITY

An invisible quasit is spying on the adventurers when Soveliss gets a strange feeling. "There's something here," he whispers, and signals for silence as he tries to locate it by ear.

The ability to move about unseen is wonderful, but it's not foolproof. While they can't be seen, invisible creatures can be heard, smelled, or felt.

Invisibility makes a creature undetectable by vision, including darkvision.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from being a ranger's favored enemy and from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature's location.

Listen Check DCs to Detect Invisible Creatures

Invisible Creature Is . . .	DC
In combat or speaking	0
Moving at up to half speed	Move Silently check result
Moving at more than half speed	Move Silently check result –5
Running or charging	Move Silently check result –20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). At your option, a particularly large and slow creature might get a smaller miss chance. If a wizard projects a *disintegrate* ray into the center of an invisible Huge black pudding, you could reduce or ignore the miss chance; it's pretty hard to miss something that big.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

A creature with the scent ability (page 298) can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only

if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

An invisible burning torch still gives off light, as does an invisible object with a light spell (or similar spell) cast upon it.

Ethereal creatures are invisible. Since ethereal creatures are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help.

Invisible creatures cannot use gaze attacks.

Invisibility does not thwart *detect* spells.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

LEVEL LOSS

A character who loses a level instantly loses one Hit Die. The character's base attack bonus, base saving throw bonuses, and special class abilities are now reduced to the new, lower level. A 2nd-level rogue, for example, normally has the evasion ability, but when he is drained to 1st level, he loses that ability. Likewise, the character loses any ability score gain, skill ranks, and any feat associated with the level (if applicable). If the exact ability score or skill ranks increased from a level now lost is unknown (or the player has forgotten), lose 1 point from the highest ability score or ranks from the highest-ranked skills. If a familiar or companion creature (such as a paladin's mount) has abilities tied to a character who has lost a level, the creature's abilities are adjusted to fit the character's new level.

The victim's experience point total is immediately set to the midpoint of the previous level. For example, a character drained from 2nd to 1st level would drop to 500 experience points.

LOW-LIGHT VISION

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Thus, if a group of adventurers passes down a dark passage with a torch illuminating a 20-foot radius, an elf with low-light vision can see everything within 40 feet of the torch. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to him as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

PARALYSIS

A cleric of Hextor brandishes his unholy symbol at Tordek, gestures with it, and speaks unintelligible words. Suddenly Tordek feels his body freeze up, and he can't will his limbs to obey. He stands rigid and helpless. He hears a fight raging around him and sees whatever passes in front of his eyes, but he can't turn to see how his friends are faring. The sound of his own breath and the beating of his heart fill his ears. Then he hears someone behind him, and all he can do is hope it's a friend.

Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means. (Paralysis from toxins is discussed in the Poison section below.)

A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

POISON

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way—if the vial containing it is left unstoppered, for instance—remains potent until it is touched or used.

Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested: Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

Injury: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on Table 8–3: Poisons. Terms on the table are defined below.

Type: The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the Fortitude save DC to avoid the poison's damage.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

Perils of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a

Table 8–3: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Carrion crawler brain juice	Contact DC 13	Paralysis	0	200 gp
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	4,500 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	2,100 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp
Small centipede poison	Injury DC 10	1d2 Dex	1d2 Dex	90 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Drow poison	Injury DC 13	Unconsciousness	Unconsciousness for 2d4 hours	75gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120 gp
Medium spider venom	Injury DC 12	1d4 Str	1d4 Str	150 gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp
Large scorpion venom	Injury DC 14	1d4 Con	1d4 Con	200 gp
Giant wasp poison	Injury DC 14	1d6 Dex	1d6 Dex	210 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Purple worm poison	Injury DC 25	1d6 Str	2d6 Str	700 gp

*Permanent drain, not temporary damage.

poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

Poison Immunities

Wyverns, medusas, and other creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants, and certain kinds of outsiders (such as tanar'ri) are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

POLYMORPH

Jozan thought that the captain of the guard was acting a little strangely, but he put it down to stress. When he turned away, however, he heard a strange squishing sound behind him. He spun around to see that the man had turned into a 10-foot-tall blue-skinned monster, complete with a greatsword—an ogre mage.

Magic can cause creatures and characters to change their shapes—sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.

The polymorph subschool (*Player's Handbook*, page 320) defines the general polymorph effect.

Unless otherwise noted, creatures can polymorph into forms of the same type or into an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin form. Most spells and abilities that grant the ability to polymorph place an upper limit on the Hit Dice of the form taken.

PSIONICS

Telepathy, mental combat and psychic powers—psionics is a catchall word that describes special mental abilities possessed by various creatures. These are spell-like abilities that a creature generates from the power of its mind alone—no other outside magical force or ritual is needed. The most well known of the psionic creatures is the dreaded mind flayer, which blasts its prey's mind and then devours the brain of the prey while it lies stunned. Each psionic creature's description in the *Monster Manual* contains details on its psionic abilities.

Psionic attacks almost always allow Will saving throws to resist them. However, not all psionic attacks are mental attacks. Some psionic abilities allow the psionic creature to reshape its own body, heal its wounds, or teleport great distances. Some psionic creatures can see into the future, the past, and the present (in far-off locales) as well as read the minds of others.

RAYS

A thin, green beam leaps from one of the beholder's eyes and streaks across the chamber at Nebin. He twists to avoid it (as he would move to avoid an arrow or a sword) but the beam flies true and connects. Green energy encompasses him in a flash, trying to

VARIANT: NONMAGICAL PSIONICS

Under this variant rule, psionic powers aren't magical at all, but a different sort of extraordinary power altogether. Antimagic fields have no power over psionics (and likewise, most psionic abilities cannot interfere with magic). A creature's special immunities or resistances to magic do not protect it from psionic abilities.

The danger of this variant is that, without the traditional checks that exist for magic, psionic abilities quickly threaten to become overwhelmingly powerful. Since conventional magical defenses don't work, psionic defenses need to be added to the treasure tables and spells.

disintegrate him. His face contorts as he struggles to resist the spell. In an instant, the green energy is gone, and Nebin is safe. The beholder then projects a second eye beam at him.

All ray attacks, whether from a *ray of enfeeblement* spell or a beholder's eye ray, require the attacker to make a successful ranged touch attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never takes a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never allow a Reflex saving throw, but if a character's Dexterity bonus to AC is high, it might be hard to hit him with the ray in the first place.

REGENERATION

Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts.

Damage dealt to the creature is treated as nonlethal damage, and the creature automatically cures itself of nonlethal damage at a fixed rate (for example, 5 points per round for a troll).

Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to nonlethal damage and so doesn't go away. The creature's description includes the details.

Creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Attack forms that don't deal hit point damage (for example, *implosion* and most poisons) ignore regeneration.

An attack that can cause instant death, such as a coup de grace, massive damage, or an assassin's death attack, only threatens the creature with death if it is delivered by weapons that deal it lethal damage.

RESISTANCE TO ENERGY

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type (such as cold, electricity, or fire) each time it takes damage of that type, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. For example, a janni has resistance to fire 10. A janni can ignore the first 10 points of fire damage it takes each attack. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell.

This resistance does not stack with the resistance that a spell, such as *endure elements*, might provide.

SCENT

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat (see page 101 of the *Player's Handbook*). Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures such as sharks, however, have the scent ability and can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

SPELL RESISTANCE

Spell resistance is the extraordinary ability to avoid being affected by spells. (Some spells also grant spell resistance.)

To affect a creature that has spell resistance, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance. (The defender's spell resistance is like an Armor Class against magical attacks.) If the caster fails the check, the spell doesn't affect the creature. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. For example, the *fear* effect from a *rod of lordly might* is subject to spell resistance because it is a spell-like effect. The rod's combat bonuses (such as the +2 bonus from the rod's mace form) are not. A creature can have some abilities that are subject to spell resistance and some that are not. For example, an androsphinx's divine spells are subject to spell resistance, but its roar is not. (The roar is a supernatural ability.) A cleric's spells are subject to spell resistance, but his use of positive or negative energy is not. Even some spells ignore spell resistance; see When Spell Resistance Applies, below.

A creature can voluntarily lower its spell resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

A creature's spell resistance never interferes with its own spells, items, or abilities.

A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.

Spell resistance does not stack. It overlaps. If a cleric wearing +1 *chainmail* that grants him spell resistance 15 casts *holy aura*, which grants spell resistance 25 against evil spells and spells cast by evil creatures, he has spell resistance 25 against the aforementioned spells and spell resistance 15 against other spells and spell-like abilities.

When Spell Resistance Applies

Each spell described in the *Player's Handbook* includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does:

Targeted Spells: Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells, such as *magic missile* when cast by a 3rd-level caster, can be directed at several creatures simultaneously. In such cases, a creature's

spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its spell resistance separately.

Area Spells: Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.

Effect Spells: Most effect spells summon or create something and are not subject to spell resistance. For instance, *summon monster I* summons a monster that can attack a creature with spell resistance normally. Sometimes, however, spell resistance applies to effect spells, usually to those that act upon a creature more or less directly, such as *web*.

Spell resistance can protect a creature from a spell that's already been cast. Check spell resistance when the creature is first affected by the spell. For example, if an ogre mage flies within 10 feet of a *wall of fire*, the caster must make a caster level check against the ogre mage's spell resistance of 18. If the caster fails, the wall does not damage the ogre mage.

Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds. For example, a succubus encounters Jozan's *blade barrier* spell. If the cleric makes a successful roll to overcome the spell resistance of the succubus, the creature takes damage from the spell. If the succubus survives and enters that particular *blade barrier* a second time, the creature will be damaged again. No second roll is needed. If the creature has voluntarily lowered its spell resistance and is then subjected to a spell, the creature still has a single chance to resist that spell later, when its spell resistance is up.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else (the air, the ground, the room's light), and the creature is affected as a consequence, no roll is required. Creatures can be harmed by a spell without being directly affected. For example, a *daylight* spell harms a dark elf because drow have light blindness. *Daylight*, however, usually is cast on the area containing the drow, making it bright, not on the drow itself, so the effect is indirect. Spell resistance would only apply if someone tried to cast *daylight* on an object the drow was holding.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature, such as *minor illusion* or *detect thoughts* does.

Magic actually has to be working for spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast. For example, a creature with spell resistance can't undo a *wall of stone* that has already been cast.

When in doubt about whether a spell's effect is direct or indirect, consider the spell's school:

Abjuration: The target creature must be harmed, changed, or restricted in some manner for spell resistance to apply. Perception changes, such as *nondetection*, aren't subject to spell resistance. Abjurations that block or negate attacks are not subject to an attacker's spell resistance—it is the protected creature that is affected by the spell (becoming immune or resistant to the attack).

Conjuration: These spells are usually not subject to spell resistance unless the spell conjures some form of energy, such as *Melf's acid arrow* or *power word stun*. Spells that summon creatures or produce effects that function like creatures are not subject to spell resistance.

Divination: These spells do not affect creatures directly and are not subject to spell resistance, even though what they reveal about a creature might be very damaging.

Enchantment: Since enchantment spells affect creatures' minds, they are typically subject to spell resistance.

Evocation: If an evocation spell deals damage to the creature, it has a direct effect. If the spell damages something else, it has an indirect effect. For example, a *lightning bolt* cast at a resistant creature is subject to spell resistance (which would protect only the creature but would not affect the spell itself). If the *lightning bolt* is cast at a chamber's ceiling, bringing down a rain of debris, it is not subject to spell resistance.

Illusion: These spells are almost never subject to spell resistance. Illusions that entail a direct attack, such as *phantasmal killer* or *shadow evocation*, are exceptions.

Necromancy: Most of these spells alter the target creature's life force and are subject to spell resistance. Unusual necromancy spells, such as *spectral hand*, don't affect other creatures directly and are not subject to spell resistance.

Transmutation: These spells are subject to spell resistance if they transform the target creature. Transmutation spells are not subject to spell resistance if they are targeted on a point in space instead of on a creature. *Transmute rock to mud* and *entangle* change a creature's surroundings, not the creature itself, and are not subject to spell resistance. Some transmutations make objects harmful (or more harmful), such as *magic stone*. Even these spells are not generally subject to spell resistance because they affect the objects, not the creatures against which the objects are used. Spell resistance works against *magic stone* only if the creature with spell resistance is holding the stones when the cleric casts *magic stone* on them.

Successful Spell Resistance

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.

Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

TREMORSENSE

A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range (such as 60 feet for the thoqqua).

If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

TURN RESISTANCE

By virtue of superior strength of will or just plain unholy power, some creatures (usually undead) are less easily affected by clerics or paladins (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*).

Turn resistance is an extraordinary ability.

When resolving a turn, rebuke, command, or bolster attempt, added the appropriate bonus to the creature's Hit Dice total. For example, a shadow has +2 turn resistance and 3 HD. Attempts to turn, rebuke, command, or bolster it treat the shadow as though it has 5 HD, though it is a 3 HD creature for any other purpose.

CONDITION SUMMARY

This section describes the adverse conditions that weaken, slow, or even kill characters. If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect. For example, a character who is dazed and *confused* takes no actions whatsoever (dazed is more severe than *confused*). The *confused* character might want to attack a random character, but he can't because he's dazed.

Ability Damaged: The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. (See Ability Score Loss under Special Abilities earlier in this chapter.)

Ability damage is different from penalties to ability scores, which go away when the conditions causing them (fatigue, entanglement, and so on) go away.

Ability Drained: The character has permanently lost 1 or more ability score points. The character can regain these points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. (See Ability Score Loss under Special Abilities earlier in this chapter.)

Blinded: The character cannot see. He takes a –2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character.

Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them (DM's discretion).

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity (see Table 3–24, page 95). A creature on the ground that is blown away is knocked down and rolls 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6×10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused: A *confused* character's actions are determined by rolling d% at the beginning of his turn: 01–10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11–20, act normally; 21–50, do nothing but babble incoherently; 51–70, flee away from caster at top possible speed; 71–100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. A *confused* character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a –2 penalty to Armor Class and loses his Dexterity bonus (if any).

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls, Search checks, and Spot checks.

Dead: The character's hit points are reduced to –10, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device).

Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened: A deafened character cannot hear. He takes a –4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components.

Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them (DM's discretion).

Disabled: A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor can he take full-round actions). He moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, he is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if he is being helped. Otherwise, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point. Once an unaided character starts recovering hit points naturally, he is no longer in danger of losing hit points (even if his current hit points are negative).

Dying: A dying character is unconscious and near death. He has –1 to –9 current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether he becomes stable. He has a 10% chance to become stable. If he does not, he loses 1 hit point. If a dying character reaches –10 hit points, he is dead.

Energy Drained: The character gains one or more negative levels, which might permanently drain the character's levels.

If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: –1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and –1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from the highest spell level castable.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

Exhausted: An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no

actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued: A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his Dexterity bonus to AC (if any) against opponents he isn't grappling.

Helpless: A helpless character is paralyzed, *held*, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (–5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks gets no special bonus against helpless targets. Rogues can sneak attack helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A rogue also gets his sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects. (See Incorporeality under Special Abilities, earlier in this chapter.)

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). (See Invisibility, under Special Abilities, earlier in this chapter.)

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity (see Table 3–24: Wind Effects, page 95). Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character is frozen in place and unable to move or act, such as by the *hold person* spell. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified: A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and the DM must assign some amount of permanent hit point loss and/or debilitation.

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a –4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a –4 penalty to AC against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.

Shaken: A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Shaken is a less severe state of fear than frightened or panicked.

Sickened: The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stable: A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit points are still negative).

If the character became stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise he loses 1 hit point.

Staggered: A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can he take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

Stunned: A stunned creature drops everything held, can't take actions, takes a –2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Turned: Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

Unconscious: Knocked out and helpless. Unconsciousness can result from having current hit points between –1 and –9, or from nonlethal damage in excess of current hit points.

THE ENVIRONMENT

Characters crossing the burning desert face heatstroke and dehydration. Plunging into the murky depths raises the risk of drowning and even decompression. Adventurers spend a lot of time in the most dismal, dangerous, and generally unpleasant places imaginable. If the monsters and the villains don't kill them, the environment itself might. This section details hazards the player characters face from the physical world around them. Some of these hazards are specific to certain environments (the perils of severe heat almost never apply in an area of cold mountains, for instance), while others are threats that could come into play in any environment (such as acid effects or starvation and thirst).

Environmental hazards specific to one kind of terrain (such as an avalanche, which occurs in the mountains) are described in Chapter 3: Adventures. Environmental hazards common to more than one setting are detailed below.

ACID EFFECTS

Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure.

The fumes from most acids are inhaled poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a DC 13 Fortitude save or take 1 point of Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of Constitution damage.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed (see Drowning, page 304).

COLD DANGERS

The prickly fingers of icy death have robbed many an adventurer of his life. Prolonged exposure to cold temperatures and harsh weather can wear down a character who isn't protected against the climate. Hypothermia, frostbite, and exhaustion can quickly kill in bad weather. The best defense against cold and exposure is to get under cover and keep warm.

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description, page 83 of the *Player's Handbook*).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description, page 83 of the *Player's Handbook*). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat him as fatigued; see page 301). These penalties end when the character recovers the nonlethal damage he took from the cold and exposure.

Extreme cold (below –20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell.

Ice Effects

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Balance and Tumble checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above).

DARKNESS

The adventurers are exploring a cavern passageway when a whispered spell in the shadows extinguishes Jozan's *daylight* spell, plunging the chamber into complete darkness. The soft jingle of mail and rasp of swords drawn from scabbards announces a drow attack.

Darkvision allows many characters and monsters to see perfectly well without any light at all, but characters with normal vision (or low-light vision, for that matter) can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, magical light sources can be dispelled or countered, or magical traps might create fields of impenetrable darkness.

In many cases, some characters or monsters might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

—Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, a ranger's favored enemy or a sneak attack).

—Blinded creatures are hampered in their movement, and pay 2 squares of movement per square moved into (double normal cost). Blinded creatures can't run or charge.

—All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

—A blinded creature loses its Dexterity adjustment to AC and takes a –2 penalty to AC.

—A blinded creature takes a –4 penalty on Search checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.

—Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.

A creature blinded by darkness can make a Listen check as a free action each round in order to locate foes (DC equal to opponents' Move Silently checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. A Listen check that beats the DC by 20 reveals the unseen creature's square (but the unseen creature still has total concealment from the blinded creature).

—A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature's current location. (If the unseen creature moves, its location is once again unknown.)

—If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which

case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not his location).

—A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

FALLING

One of the most common hazards to adventurers is a fall from some great height.

Falling Damage: The basic rule is simple: 1d6 points of damage per 10 feet fallen, to a maximum of 20d6.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 Jump check or DC 15 Tumble check allows the character to avoid any damage from the first 10 feet fallen and converts any damage from the second 10 feet to nonlethal damage. Thus, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumped, he takes 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Jump or Tumble check, he takes only 1d6 points of nonlethal damage and 1d6 points of lethal damage from the plunge.

Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Jump skill.

Falling into Water: Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment).

Characters who deliberately dive into water take no damage on a successful DC 15 Swim check or DC 15 Tumble check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the DC of the check increases by 5 for every 50 feet of the dive.

FALLING OBJECTS

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects. Objects that fall upon characters deal damage based on their weight and the distance they have fallen.

Table 8–4: Damage from Falling Objects

Object Weight	Falling Distance
200–101 lb.	20 ft.
100–51 lb.	30 ft.
50–31 lb.	40 ft.
30–11 lb.	50 ft.
10–6 lb.	60 ft.
5–1 lb.	70 ft.

For each 200 pounds of an object's weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use Table 8–4: Damage from Falling Objects to see how far an object of a given weight must drop to deal 1d6 points of damage.

Example: A magic flying ship tilts to one side and drops a 400-pound stone statue (a petrified comrade) overboard. The statue deals 2d6 points of damage to anything it strikes by virtue of its weight alone. If the ship were 100 feet in the air at the time, the falling statue would deal an additional 9d6 points of damage, for a total of 11d6.

For each additional increment an object falls, it deals an additional 1d6 points of damage. For example, since a 30-pound metal sphere must fall 50 feet to deal damage (1d6 points of damage), such a sphere that fell 150 feet would deal 3d6 points of damage. Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.

VARIANT: LESS LETHAL FALLS

Generous DMs who feel that falling is too lethal can make the first 1d6 of falling damage always nonlethal damage, no matter what the circumstances.

HEAT DANGERS

The hot desert sun can be as deadly an enemy as a hostile tribe of orcs. Prolonged exposure to hot temperatures can quickly wear down a character, and heatstroke can be deadly.

Heat deals nonlethal damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description, page 83 of the *Player's Handbook*). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued (see page 301). These penalties end when the character recovers the nonlethal damage he took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters exposed to burning oil, bonfires, and noninstantaneous magic fires such as a *wall of fire* might find their clothes, hair, or equipment on fire. Spells such as *fireball* or *flame strike* don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he

takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Lava Effects

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round.

Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see Drowning, below).

SMOKE EFFECTS

A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.

Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

STARVATION AND THIRST

Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

Characters who have taken nonlethal damage from lack of food or water are fatigued (see page 84). Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points (such as *cure light wounds*) heals this damage.

SUFFOCATION

A character who has no air to breathe can hold his breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding his breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, he begins to suffocate. In the first round, he falls unconscious (0 hit points). In the following round, he drops to –1 hit points and is dying. In the third round, he suffocates.

Slow Suffocation: A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. When a character falls unconscious from this nonlethal damage, he drops to –1 hit points and is dying. In the next round, he suffocates.

For example, two people can last for 3 hours, after which they each take 1d6 points of nonlethal damage per 15 minutes. If they have a torch (equivalent to another Medium character in terms of the air it uses), the air runs out in only 2 hours.

Small characters consume half as much air as Medium characters. A larger volume of air, of course, lasts for a longer time. So, for instance, if two humans and a gnome are in a sealed chamber measuring 20 feet by 20 feet by 10 feet, and they have a torch, the air will last almost 7 hours (6 hours/3.5 people and torches × 4 10-ft. cubes = 6.86 hours).

WATER DANGERS

Historically, waterways were one of the most important modes of travel and communication within and between countries. On the other hand, characters on foot will find that lakes, rivers, and streams often block their travels in the wilderness. What's more, underground streams, cisterns, sewers, and moats are all part of the dungeon environment.

Water presents adventurers with five general problems. First, it's an obstacle that can block their movement. Second, characters in the water face the danger of drowning or losing gear. Third, a character caught in fast-moving water can be swept away from the rest of his party and battered or killed by rapids and waterfalls. Fourth, really deep water deals damage from the great pressure it exerts. Finally, exposure to cold water can be dangerous, afflicting characters with hypothermia.

The skills most commonly used in dealing with water as an obstacle are Swim and Profession (sailor). Unfortunately, not every character who gets into the water has these skills.

Any character can wade in relatively calm water that isn't over his head, with no check required. Similarly, swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. (Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult. See the Swim skill description, page 84 of the *Player's Handbook*.)

By contrast, fast-moving water is much more dangerous. On a successful DC 15 Swim check or a DC 15 Strength check, it deals 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute.

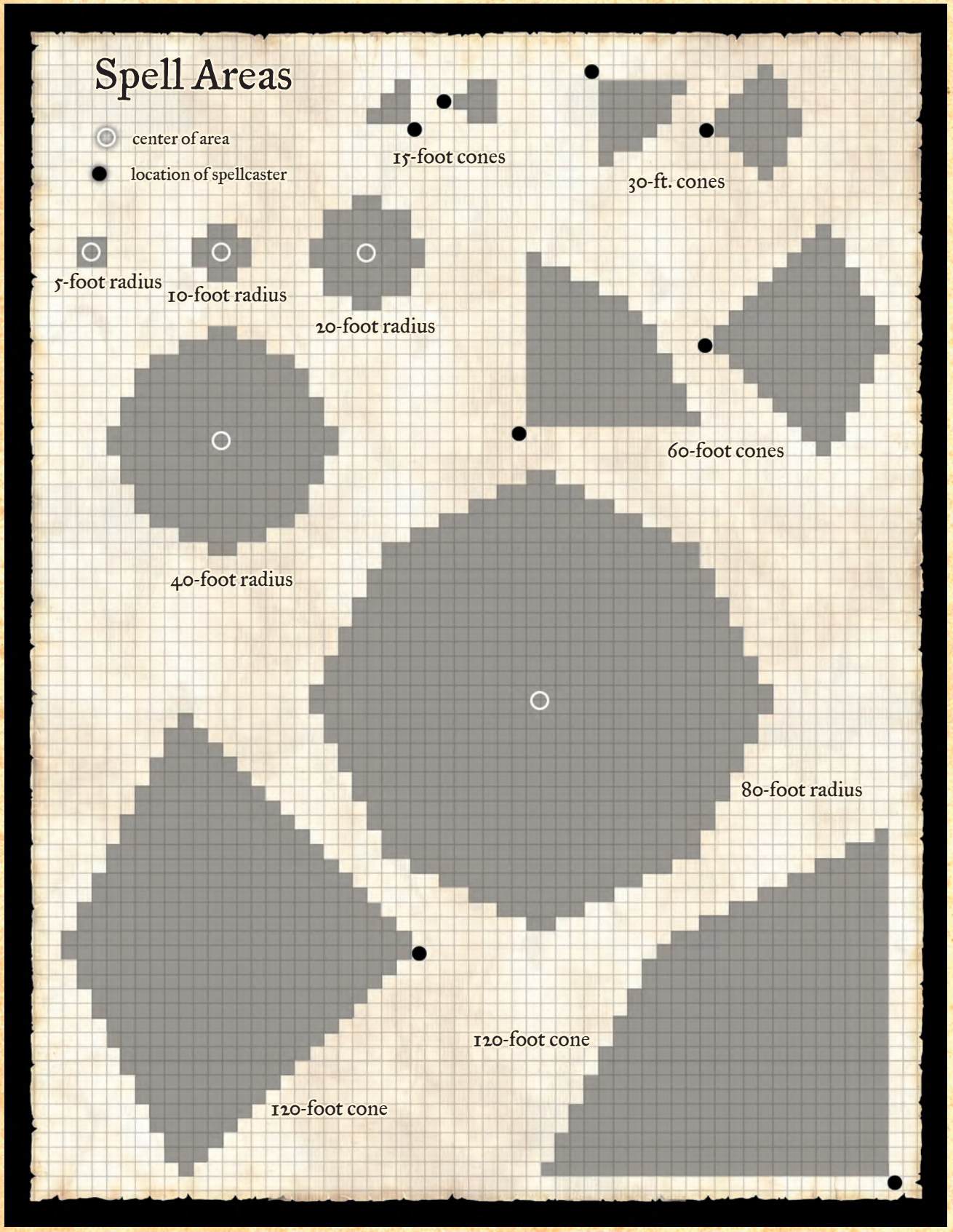
Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure.

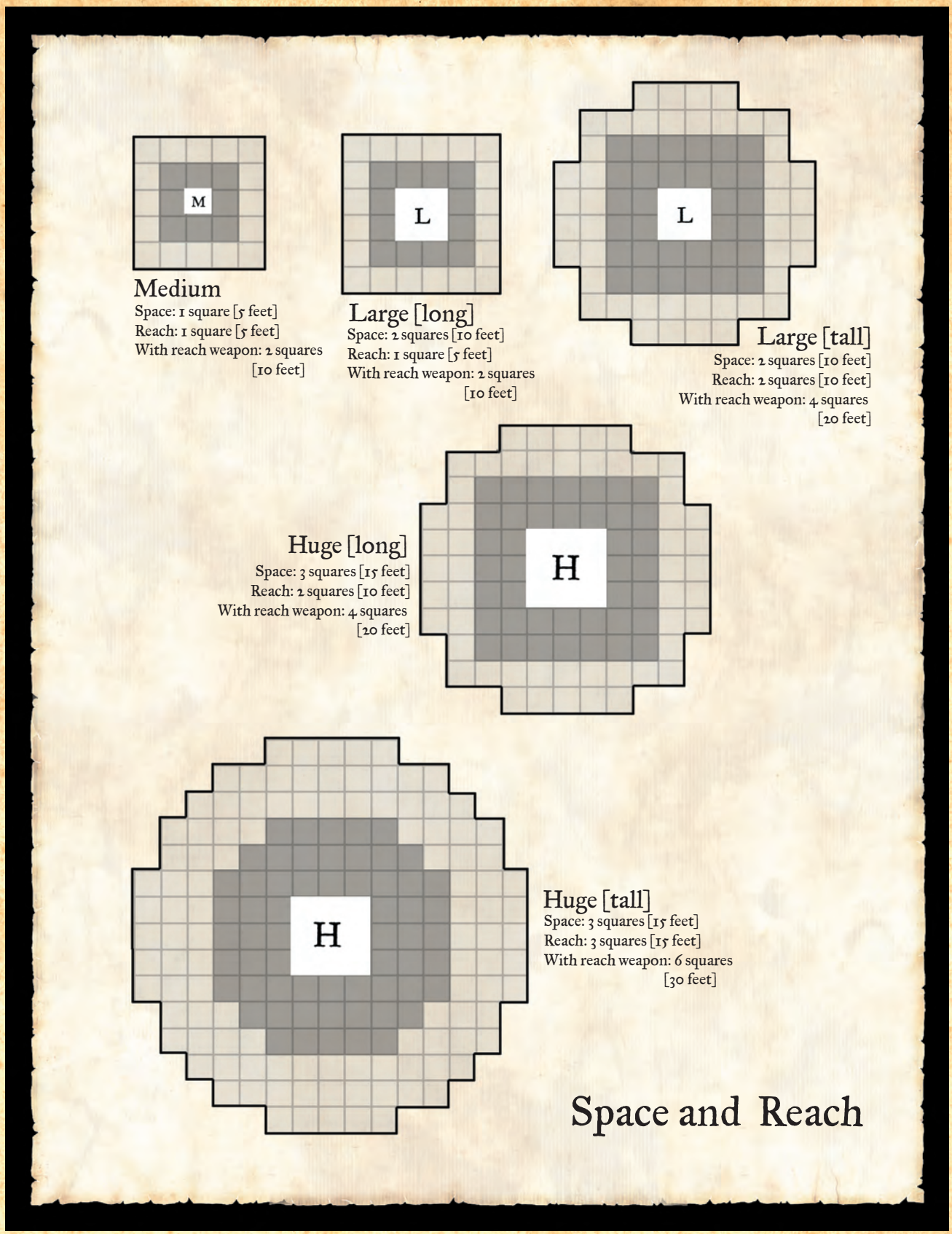
Drowning

Any character can hold his breath for a number of rounds equal to twice his Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding his breath. Each round, the DC increases by 1.

When the character finally fails his Constitution check, he begins to drown. In the first round, he falls unconscious (0 hp). In the following round, he drops to –1 hit points and is dying. In the third round, he drowns.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.


Spell Areas
center of area
location of spellcaster
15-foot cones
30-ft. cones
5-foot radius
10-foot radius
20-foot radius
60-foot cones
40-foot radius
80-foot radius
120-foot cone
120-foot cone



Medium
Space: 1 square [5 feet]
Reach: 1 square [5 feet]
With reach weapon: 2 squares [10 feet]

Large [long]
Space: 2 squares [10 feet]
Reach: 1 square [5 feet]
With reach weapon: 2 squares [10 feet]

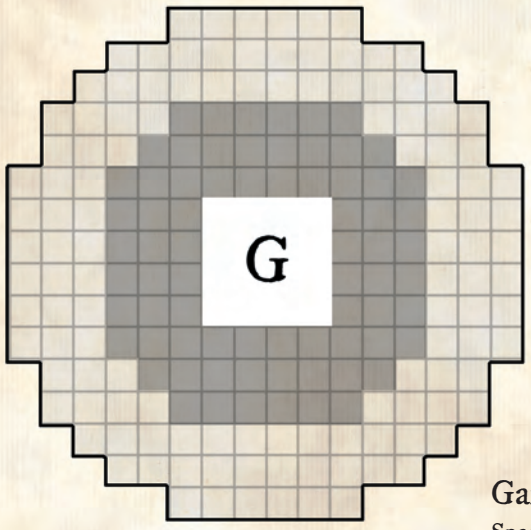
Large [tall]
Space: 2 squares [10 feet]
Reach: 2 squares [10 feet]
With reach weapon: 4 squares [20 feet]

Huge [long]
Space: 3 squares [15 feet]
Reach: 2 squares [10 feet]
With reach weapon: 4 squares [20 feet]

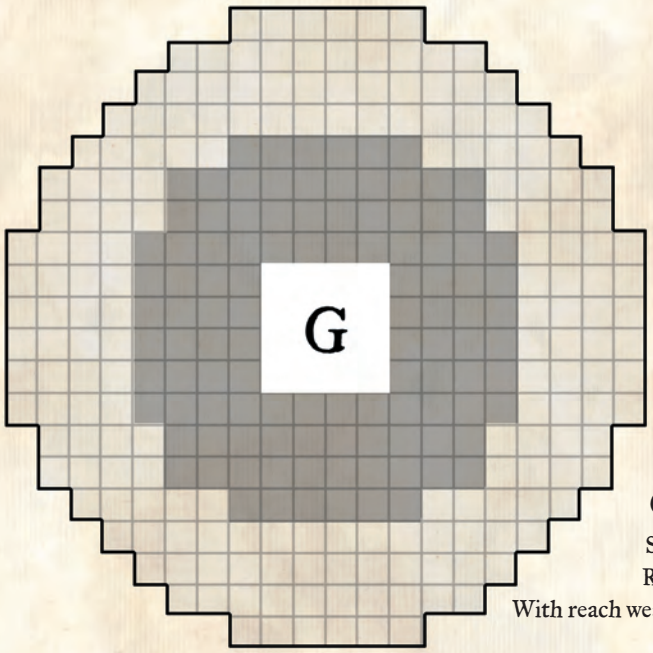
Huge [tall]
Space: 3 squares [15 feet]
Reach: 3 squares [15 feet]
With reach weapon: 6 squares [30 feet]

Space and Reach

Space and Reach

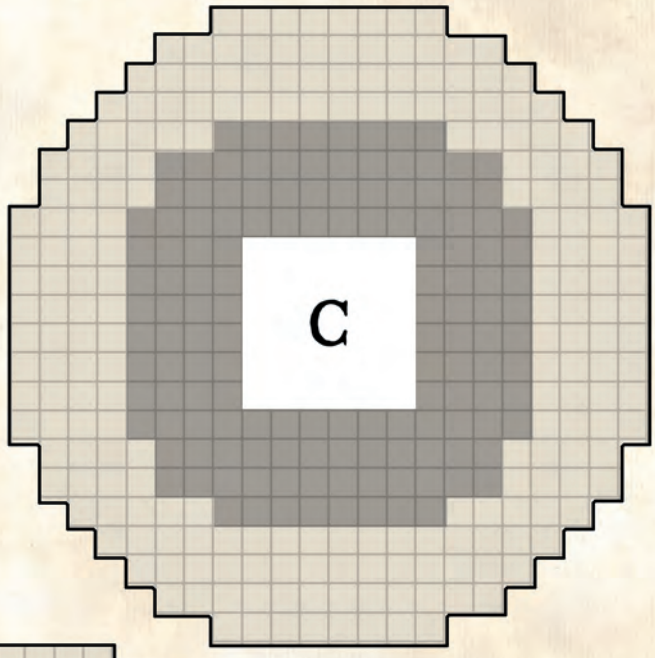


Gargantuan [long]
Space: 4 squares [20 feet]
Reach: 3 squares [15 feet]
With reach weapon: 6 squares [30 feet]



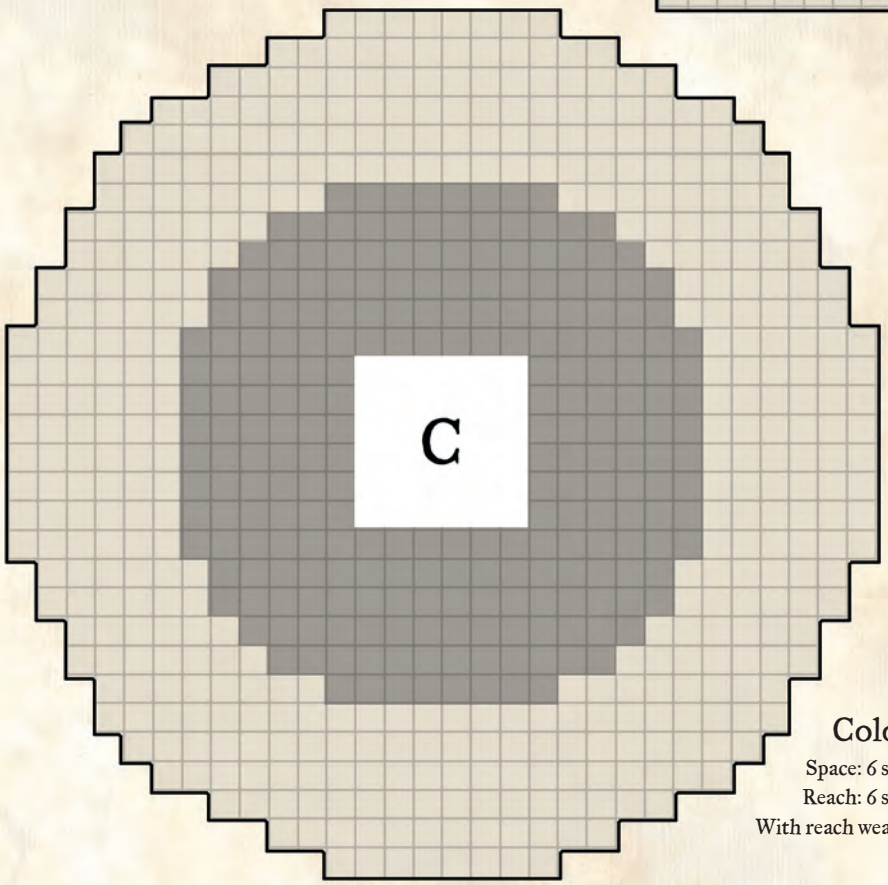
Gargantuan [tall]
Space: 4 squares [20 feet]
Reach: 4 squares [20 feet]
With reach weapon: 8 squares [40 feet]

Space and Reach



Colossal

Space: 6 squares [30 feet]
Reach: 4 squares [20 feet]
With reach weapon: 8 squares [40 feet]



Colossal [tall]

Space: 6 squares [30 feet]
Reach: 6 squares [30 feet]
With reach weapon: 12 squares [60 feet]

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DUNGEON MASTER'S GUIDE®

Core Rulebook II v.3.5

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